

360, WII, PS3, PS2

THE LEGEND OF SPYRO™ DAWN OF THE DRAGON

PRIMA® OFFICIAL GAME GUIDE



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THE LEGEND OF SPYRO™ DAWN OF THE DRAGON

PRIMA OFFICIAL GAME GUIDE

Written by André Fredrick

Prima Games

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André Fredrick

As a Foreign Service brat, André Fredrick spent his formative years slightly behind the gaming curve while he lived in places like Yemen and Morocco. When he returned to the United States in 1990, what had begun as a growing interest quickly became an obsession. After graduating from high school in Virginia, he made his way to Iowa, where he attended Wartburg College, graduating with a degree in English. After college he spent a number of years working nine-to-fives and writing for popular gaming websites. He had always hoped to one day make a living out of his two favorite hobbies—gaming and writing—and becoming an author for Prima marked the realization of a lifelong dream. When not writing for Prima, you can find André spending time with his family, reading military histories, writing poetry, and gaming with his clan, OK Company. Seeking refuge from the harsh winters in the Midwest, he relocated to the Pacific Northwest, where he and his wife still live with their two children.

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I want to thank all of my fellow authors that helped the new guy find his way. I truly appreciate all of your help and patience. Thanks also to my wife and our two children for all of their love and support. I'd like to dedicate this book to my son, Byron. Your courage and boundless imagination are an inspiration.

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INTRODUCTION

Thanks for purchasing Prima's Official Game Guide to *The Legend of Spyro: Dawn of the Dragon*. Like our scaled hero Spyro, this book is packed full of surprises! There's a lot of strategy and techniques that you'll want to employ as you help Spyro take the fight to Malefor and his hordes. Spyro fans of all shapes and sizes will have a blast playing through this latest adventure. This guide at your side will help you at every turn, so keep it close at hand.

USING THIS BOOK

It's important that you get the most out of this guide. Here we describe what each major section of this book covers.



GAME BASICS

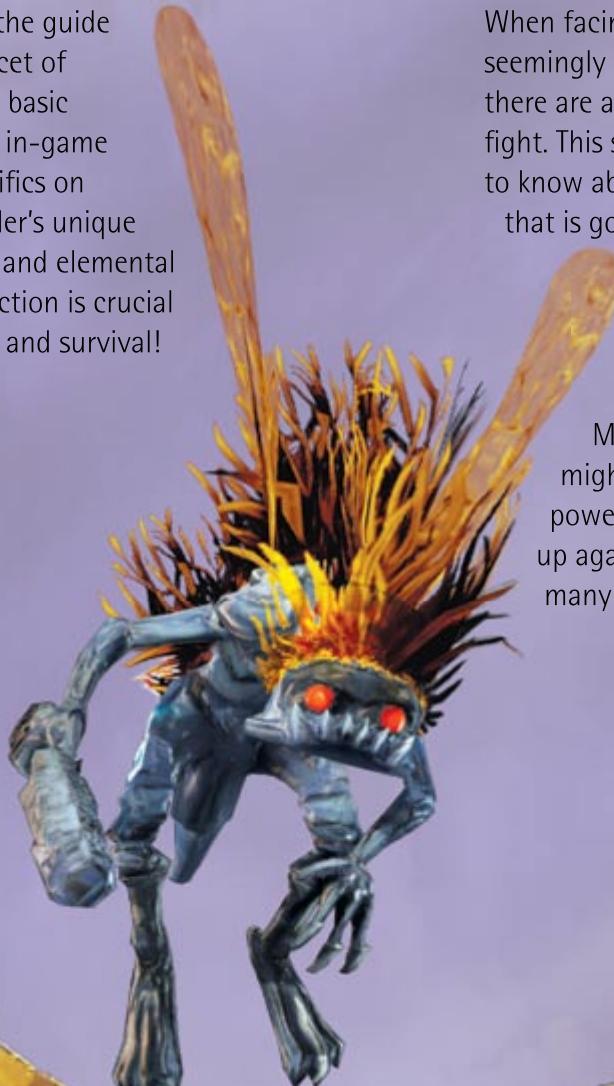
This section of the guide details every facet of gameplay, from basic maneuvers and in-game options to specifics on Spyro and Cynder's unique moves, attacks, and elemental abilities. This section is crucial to your success and survival!

SPYRO & CYNDER'S ALLIES

When facing down the likes of Malefor and his seemingly endless hordes, it's nice to know that there are a few friends at your side to help in the fight. This section tells you everything you need to know about those that fight in the name of all that is good in Spyro's world.

SPYRO & CYNDER'S FOES

In the final battle against the sinister Malefor, expect him to throw his mightiest forces at you in his final grab for power. Use this section to see what you're up against and gain the fighting edge for the many battles to come.



WALKTHROUGH

Rely on this step-by-step walkthrough to get you through Spyro's latest adventure, as it shows you how to help our winged hero overcome every obstacle and defeat every foe as he fights Malefor and his minions. Flip to this section for fast solutions when you find yourself between a rock and a hard place.

SECRETS & EXTRAS

Turn to this section when you're ready to discover all of the secrets hiding in the far-flung corners of Spyro's world.





GAME BASICS

Welcome to the Game Basics chapter of our guide to *The Legend of Spyro: Dawn of the Dragon*. This section details every facet of gameplay, from basic maneuvers and in-game options to specifics on Spyro and Cynder's unique moves, attacks, and elemental abilities. This section is crucial to your success and survival!

BASIC CONTROLS

Spyro's world is full of dangerous enemies and challenging obstacles, so it's vital that you know how to handle yourself. Here's a quick rundown of the game's basic controls:

Action	Xbox 360	PS3/PS2	Wii
Controls movements	(L)	(L)	(○)
Controls camera	(R)	(R)	(+)
Jump	(A)	(X)	(A)
Double-jump	(A, A)	(X, X)	(A, A)
Take flight	(A, A, A)	(X, X, X)	(A, A, A)
Fast weak attack	(X)	(■)	(B)
Slow strong attack	(Y)	(▲)	Wave Wii Remote
Seize your opponent	(B)	(●)	(A) + (B)
Primary breath attack	(RT)	(R2)	(Z)
Secondary breath attack	(RB)	(R1)	(C)
Parry enemies' attacks	(LB)	(L1)	Hold Nunchuck vertically
Switch control between Spyro and Cynder in single-player mode	(LT)	(L2)	(⊕)
Ready fire-based breath attacks for Spyro/poison-based breath attacks for Cynder	(✿)	(↑)	(⊖) to toggle elements
Ready lightning-based breath attacks for Spyro/wind-based breath attacks for Cynder	(✿)	(→)	(⊖) to toggle elements
Ready ice-based breath attacks for Spyro/shadow-based breath attacks for Cynder	(✿)	(↓)	(⊖) to toggle elements
Ready earth-based breath attacks for Spyro/fear-based breath attacks for Cynder	(✿)	(←)	(⊖) to toggle elements

NOTE

REMEMBER, THESE ARE JUST SPYRO AND CYNDER'S BASIC MOVES. OUR HEROES CAN DO A LOT MORE THAN WHAT YOU SEE HERE. TO LEARN ALL ABOUT THEIR MANY TALENTS, PLEASE SEE THE "ADVANCED MANEUVERS" SECTION.

THE MAIN MENU

When you first begin, you have two options:

- **New Game:** Select this to start a new game.
- **Load Game:** Select this to load the progress of a previously saved game.

GAME MENU

You've got a number of choices once you're ready to embark on (or continue) Spyro's latest journey. Here's a rundown of each item:

- **Start Story Mode:** Select this option to follow Spyro and Cynder on their latest adventure.
- **Chapter:** This option allows you to revisit any previously played chapter from Story Mode. Use it to relive your favorite moments or to go back in search of an item you may have missed. You won't be able to save your progress. However, Level Bonuses and Upgrades can be saved.
- **Bonus:** Select this to view the bonus content you unlock as you play through the game.
- **Options:** Use this to adjust settings and features within the game (see the "Options" section for more details).
- **Back to Main Menu:** Select this option to return to the Main Menu.

OPTIONS

You should always take a moment to consider your options. Let's take a look, shall we? Select Options from the Main Menu (or from the Pause Menu) to visit the Options Menu. Here you have access to the following options:

- **Language:** Use the left analog stick to select the language in which the game is displayed.
- **Subtitles:** Turn subtitles on to make words appear on screen when characters speak to Spyro and Cynder.
- **Tutorial:** Turn the tutorial on to receive helpful tips and hints as you play.
- **Vibration:** Turn controller vibration on or off.
- **Invert Horizontal Axis:** Choose to play with normal or inverted horizontal camera controls. If the camera keeps spinning in the wrong direction when you use the right analog stick, try changing this option to see if it helps.
- **Invert Vertical Axis:** Choose to play with normal or inverted vertical camera controls. If the camera keeps spinning in the wrong direction when you use the right analog stick, try changing this option to see if it helps.
- **Sound Options:** Access this section to adjust music, voice, and sound effects volume.
- **Display Options (only available from the Options section from the Game Menu):** Use this section to adjust the picture settings.



THE HUD



The various bars and gauges on your screen—Spyro's health and mana bars, for instance—are collectively known as the heads-up display, or HUD for short. The HUD gives you a lot of important information about Spyro and Cynder's status. Here's a quick rundown of every item that appears on your HUD:

1. **Spyro's Life Bar:** This small red bar represents Spyro's health energy. If it empties completely, then Spyro falls. Replenish this bar by collecting red gems.
2. **Spyro's Mana Bar:** This small green bar represents Spyro's mana energy. Mana is what Spyro calls upon when using his elemental breath abilities. As he uses these powers, this bar drains. Once it has drained completely, Spyro is no longer able to use his elemental breath abilities. Collect green gems to fill the mana bar back up.
3. **Spyro's Experience Counter:** This number increases as you collect blue gems. Use the experience to upgrade Spyro's breath abilities.
4. **Spyro's Breath Attack Selection:** This shows you which breath attack Spyro has selected.
5. **Cynder's Life Bar:** This small red bar represents Cynder's health energy. If it empties completely, then Cynder falls. Replenish this bar by collecting red gems.
6. **Cynder's Mana Bar:** This small green bar represents Cynder's mana energy. Mana is what Cynder calls upon when using her elemental breath abilities. As she uses these powers, this bar drains. Once it has drained completely, Cynder is no longer able to use her elemental breath abilities. Collect green gems to fill it back up.
7. **Cynder's Experience Counter:** This number increases as you collect blue gems. Use the experience to upgrade Cynder's breath abilities.
8. **Cynder's Breath Attack Selection:** This shows you which breath attack Cynder has selected.
9. **Fury Meter:** This shared meter fills up as Spyro and Cynder conquer opponents. In order to fill it completely, make sure both Cynder and Spyro are doing their part. Once it's full, hold down the weak and strong attack buttons simultaneously to activate Fury mode.

NOTE

ONCE FURY MODE IS ACTIVE, YOU ARE ABLE TO USE THE FURY BREATH ATTACK. THIS POWERFUL ATTACK IS A GREAT WAY TO HANDLE THE MORE CHALLENGING OPPONENTS.

NOTE

WHENEVER SPYRO LEARNS A NEW MOVE, OR MUST DO SOMETHING SPECIAL IN ORDER TO PROGRESS, A SMALL WINDOW APPEARS IN THE LOWER PORTION OF THE SCREEN WITH SPECIAL INSTRUCTIONS. PAY CLOSE ATTENTION TO THESE! YOU CAN ALSO TURN THESE OFF THROUGH THE TUTORIAL SECTION OF THE OPTIONS MENU.

ITEMS AND OBJECTS

Now that you're ready to get around and fight your way through Spyro's world, let's talk a little about some of the more important things that you find in it.

GEMS



These dazzling items are the most important ones that you come across in your adventures with Spyro and Cynder. Gems heal them, restore their mana, and allow them to increase the power of their elemental breath attacks.

- **Red Gems:** Collect these items to replenish Spyro and Cynder's health.
- **Green Gems:** Pick up these gems to restore Spyro and Cynder's mana.
- **Blue Gems:** Scoop up these gems to build up Spyro and Cynder's experience, then use that experience to upgrade their various breath attacks.

SPIRIT GEMS



These towering crystals come in colors to match the gems they dispense when you shatter them. You find them scattered throughout Spyro's world, often in places where he and Cynder need them

most. Smash these objects to release a shower of smaller, matching-colored gems that Spyro and Cynder can collect to restore health, mana, and spirit energy.



GREEN MAGIC AND RED LIFE CRYSTALS



These large, egg-shaped crystals are the only way to increase the amount of health and mana that Spyro and Cynder have at their disposal. A Green Magic Crystal increases mana, while the Red Life Crystal increases health. To unlock the power of these crystals, simply smash them. Once you have done enough damage, they will split. Half of its energy goes to Spyro and the other half goes to Cynder. In order to increase Spyro's mana, you need to obtain five Green Magic Crystal parts, while Cynder only requires four parts. However, Spyro only needs four Red Life Crystal parts to increase his overall health, while Cynder needs five.



ARMOR



Throughout their adventure, Spyro and Cynder encounter chests that contain armor. There are a total of eighteen pieces of armor—nine for Spyro and nine for Cynder. Each piece of armor offers different attribute bonuses and come in one of three forms: helmet, tail armor, and bracers. To equip armor, press the Pause button and select Armor from the menu. You can switch between Spyro and Cynder the same way you do in the game itself.

INTERACTIVE OBJECTS

Often, you need to get Spyro through doors and other obstacles, and brute force and razor-sharp claws just won't do. Recognizing the objects that help get you past these obstacles is important, so let's take a look at the items you'll encounter.

Adamantine Orbs



These orbs made of incredibly dense metal can be picked up and dropped on Pressure Plates to open doors or release mechanisms. Keep in mind that Adamantine Orbs are heavy and limit your ability to fly. If you have to fight off an opponent or destroy a Spirit Gem or Magic Crystal, you drop the orb in the process.

Chests



These large iron boxes are scattered throughout Spyro's world and contain various pieces of armor for Spyro and Cynder. For more information on armor, see the "Armor" section of this chapter.

Climbing Zones



Areas overgrown with vines or areas of heavily cracked earth can provide Spyro with the footing he needs to climb. For more on this, check out the "Advanced Maneuvers" section.

Drum Wheels



Turning these wheels unlock a part of a nearby puzzle.

Electrical Conduits



Similar to levers in basic design, Electrical Conduits rely on an electrical charge rather than brute strength. To activate them, select Spyro's electricity-based breath attack and then zap them until the conduit's lever drops to the bottom.

Levers



Many of the doors in the dungeons and castle courtyards of Spyro's world are controlled by a lever.

Pressure Plates



These circular plates often serve as locking mechanisms in Spyro's world. The only way to release them is by placing a heavy Adamantine Orb atop them.

Save Points



Large shafts of glowing purple light mark these points. So long as there aren't any enemies lurking about, you can step into the violet light in order to save your progress in the game.



Thorn Gates



From time to time, you'll find your progress blocked by these writhing, prickly inconveniences. Use Spyro's fire-based or Cynder's poison-based breath attacks and watch them shrivel out of your path.

Torches



These are often found unlit. Lighting them with Spyro's fire-based breath attack activates part of a nearby puzzle or opens a locked door.

Tuning Forks



These locking mechanisms only respond to sound. Thankfully one of our heroes has an attack that harnesses the power of sound.

Wind Tunnels



These swirling masses of air often serve as the only way from one point in a level to another. You can use them by simply jumping into them. Spyro and Cynder can then glide along the powerful winds.



ADVANCED MANEUVERS

If you're familiar with other *Spyro* games, you'll find that there's a little more finesse and strategy involved in *The Legend of Spyro: Dawn of the Dragon*. There's still a lot to be said for duking it out tooth and nail, but thinking things through and using Spyro's full range of abilities at the proper moment can really pay off.

BASIC MOVEMENT

Before we jump into all of the really fun stuff, let's make sure we get a few of the more basic items out of the way.

Walking and Running



Move the left analog stick gently in any direction to make Spyro walk. Push the stick harder to make Spyro run.

TIP

WHEN RUNNING SEEMS A LITTLE RISKY, WALKING CAN BE PRETTY HELPFUL. FOR EXAMPLE, WHEN CROSSING A NARROW LEDGE, WALKING IS USUALLY SAFER THAN RUNNING ACROSS.

TIP

WHILE RUNNING FORWARD, GENTLY PUSH THE RIGHT ANALOG STICK TO MAKE SPYRO TURN MORE GRADUALLY. THIS ALSO HELPS KEEP THE CAMERA FIXED BEHIND SPYRO AT ALL TIMES, GIVING YOU THE BEST VIEW OF ANY DANGERS AHEAD.

Jumping and Gliding



For Spyro, jumping and gliding are his most important talents. In addition to giving a huge advantage over some of his ground-based opponents, these two skills can often be the only way to reach high ledges or soar across wide gaps.

To get started, perform a double-jump and press the jump button a third time to make Spyro glide. You can then press the jump button repeatedly to fly. Holding down the jump button allows you to glide, while holding it and releasing it enables you to dive quickly. With a bit of practice, you will have these techniques mastered in no time!

TIP

WHILE GLIDING, HOLD DOWN THE BLOCK BUTTON AND PRESS THE LEFT ANALOG STICK IN ANY DIRECTION TO PERFORM A BARREL ROLL. THIS IS A GREAT WAY TO AVOID OBSTACLES.

TIP IF YOU TAP THE JUMP BUTTON VERY QUICKLY, YOU GET A SMALL SPEED BURST. WATCH FOR THE GLIMMER AROUND SPYRO AND CYNDER'S MID-SECTION TO MAKE SURE YOU'RE GETTING IT RIGHT.

Climbing



Occasionally, Spyro and Cynder need to climb walls to reach an objective or progress to the next part of a level. Keep an eye out for vines and large cracks to give Cynder and Spyro the leverage they need to scale a cliff or ledge. To start climbing, use the jump button to reach the Climbing Zone, then press the seize button to grab hold.

Once you're holding on, use the left analog stick to move in any direction. If you want climb faster, use the jump button to lunge between climbing zones, but make sure to press the seize button again to grab hold of the next section.

Link Jumping



When moving between sections of vines, you can press the left analog stick in the direction of neighboring Climbing Zones and press jump repeatedly to quickly leap from place to place.

Wall Running

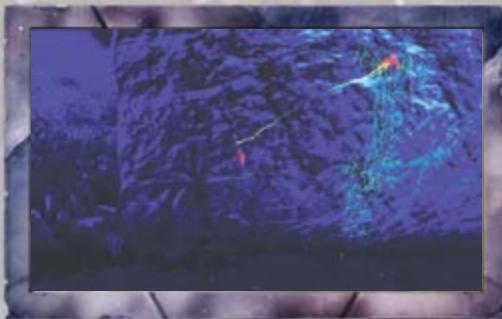


When a down draft prevents Spyro and Cynder from gliding from one point to another, keep an eye out for the scratched and scored markings that are tell-tale signs that you can run along a wall. Once you've located a section of wall that enables wall running, just jump up and hold down the seize button to run along it. Then press the jump button to jump away from the wall.

CAUTION

SINCE RED VINES IN A CLIMBING ZONE ARE WEAKER THAN GREEN VINES, TAKE CARE WHEN CLIMBING THEM, AS THEY WON'T HOLD YOU FOR VERY LONG. MAKE SURE TO PLOT YOUR MOVEMENTS AHEAD OF TIME WHEN CLIMBING THESE FICKLE VINES.

Chain Swinging



Most of the time, the magical chain that tethers Spyro and Cynder together can be a nuisance. However, in some instances when in a Climbing Zone, you can actually use it to swing up to hard-to-reach objectives. To do this, have Spyro (or Cynder) move to the highest point he or she can reach on his or her own. Then switch to Cynder (or Spyro), and while hanging from the chain, hold the jump button and use the left analog stick to swing. With enough momentum and practice, you'll be reaching those out-of-the-way ledges in no time!

TIP SOME PATHS ARE BLOCKED BY LARGE BITS OF DEBRIS. USING THE CHAIN SWING WITH SPYRO'S EARTH BOULDER ELEMENTAL ATTACK, YOU CAN BECOME A LIVING WRECKING BALL AND SMASH THROUGH THEM!

Towing



Sometimes you really need to make the best of a bad situation, and Spyro and Cynder have done just that when it comes to the magical chain that binds them to one another. In addition to swinging, they can also use it to pull large objects from one place to another. In these instances, have Spyro (or Cynder) grab the anchor point on the object you wish to move with the seize button. Next, switch to Cynder (or Spyro) and begin flying in the direction that you and your object need to go.



ATTACKS AND COMBOS

Knowing how to get around is certainly important, be it on foot or in the air, but knowing how to handle Spyro in a scrap against his many enemies is equally important. Running around and lashing out can be effective, but if you study Spyro's moves and think about things carefully, you'll find better, more efficient ways of dealing with Malefor and his minions.

Ground Attacks



Despite having wings, Spyro does a lot of his fighting on solid ground. The following is a list of his ground-based combos.

Name	Description
Snake Skill	This move is a great way to dodge out of the path of an attacking enemy. To perform Snake Skill, hold down the block button and press the left analog stick in any direction.
Dragon Wrath	When going toe-to-toe with Spyro's enemies, this full combo of Spyro's fast weak attack quickly proves to be your main line of attack. A close-range, five-hit barrage dishes out some decent damage without using any of Spyro's mana. Simply press the weak attack button five times in a row to unleash the Dragon Wrath combo.
Dragon Feint	A quick combo that opens with a weak attack and finishes with a strong attack. Press the weak attack button followed by the strong attack button to perform Dragon Feint.
Dragon Force	This quick combo unleashes two quick attacks and finishes with a powerful final blow. To use the Dragon Force combo, press the weak attack button twice in a row followed immediately by the strong attack button.
Dragon Retribution	This full combo is similar to Dragon Wrath, however it finishes with Spyro tossing his opponent into the air. To perform Dragon Retribution, press the weak attack button four times in a row, followed by the strong attack button.
Dragon Mercy	Similar to Dragon Retribution, Dragon Mercy is a full combo that finishes by throwing your enemy in the air. Press the weak attack button three times in a row, followed by the strong attack button to unleash this combo.
Furious Dragon Bite	A powerful blow that throws your enemy into the air. Hold down the strong attack button to perform Furious Dragon Bite.
Dragon Rage	This full combo of Spyro/Cynder's slower strong attack is slower than Dragon Wrath, but is much more powerful. To execute Dragon Rage, press the strong attack button three times in a row.
Dragon Revenge	This move completes a powerful combo with a rapid final blow. To complete this combo, press the strong attack button twice in a row, followed by the weak attack button.
Dragon Revolution	Use this combo to spin the enemy around you before crushing him on the ground. To perform this move, seize your opponent and then press the strong attack button four times in a row, followed by the weak attack button.

Seizing Attacks



Spyro and Cynder can also seize opponents within their powerful jaws. Once they have done so and the enemy is at their mercy, they have a number of attacks and combos at their disposal.

Name	Description
Rising Dragon Force	Use this move to jump with your opponent still seized. To do this, seize an enemy and press the jump button.
Terrador's Sentence	Use this combo to shake your enemy on the ground several times before crushing him on the ground. To perform Terrador's Sentence, seize an opponent and press the weak attack button five times in row.
Terrador's Judgement	Similar to Terrador's Sentence, this combo shakes the enemy about before tossing them aside. To perform Terrador's Judgement, seize your opponent and then press the weak attack button four times in a row, followed by the strong attack button.
Dragon Dance	Use this combo to twirl your enemy around you before throwing him aside. To do this, seize your enemy and press the strong attack button five times in a row.

TIP TERRADOR'S SENTENCE IS A GREAT WAY TO DEAL WITH MULTIPLE FLANKING ENEMIES, AS THE FLAILING BODY OF THE ENEMY IN SPYRO/CYNDER'S JAWS BATTERS THOSE ENEMIES TO YOUR LEFT AND RIGHT.

TIP WHEN YOU FIND YOURSELF SURROUNDED, DRAGON DANCE LETS YOU USE YOUR FOE AS A WEAPON AGAINST OTHER ENEMIES AROUND YOU.

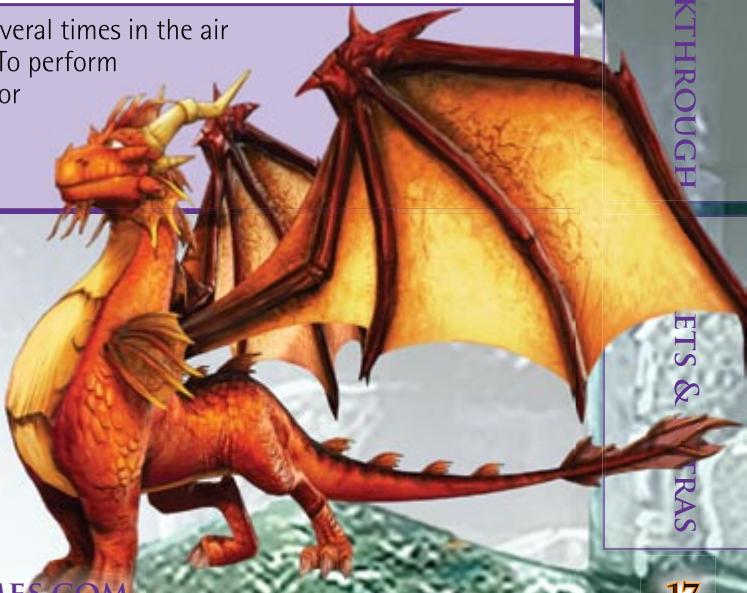


Aerial Attacks



In addition to their various ground attacks, Spyro and Cynder are equally lethal in the air. The following is a look at the attacks and combos available to our heroes when in the air.

Name	Description
Terrador's Punishment	This powerful move allows you to crush your seized enemy on the ground in a diving attack. To unleash Terrador's Punishment, press the jump button while you have a seized enemy in the air.
Air Dragon Wrath	A full combo of fast weak air attacks. Perform this move by pressing the weak attack button four times in a row while in the air.
Dragon Crushing Burst	Use this maneuver to hit an enemy several times in the air before crushing him on the ground. To execute Dragon Crushing Burst, press the weak attack button four times in a row, followed by the strong attack while seizing an enemy in the air.
Air Dragon Revolution	Execute this move to twirl your enemy around before crushing him on the ground. To perform this move, seize an enemy in the air and press the strong attack button four times in a row, followed immediately by the weak attack button.
Air Dragon Dance	This move allows you to twirl a seized enemy around you in the air before tossing him away. To perform this move, press the strong attack button five times in a row while in the air with a seized enemy.
Dragon Charge	This powerful rolling charge deals out serious punishment to airborne enemies. To execute this move, press the strong attack button while in flight.
Flying Diving Horn	A powerful dive attack that wreaks havoc against enemies on the ground. To perform this attack, hold down the strong attack button while airborne.
Dragon Burst	Use this combo to hit your enemy several times in the air before throwing him to the ground. To perform this move, seize an enemy in the air or execute Rising Dragon Force and press the weak attack button five times in a row.



ELEMENTAL BREATH ATTACKS



A dragon's claws and teeth are effective weapons in their own rights, but what truly makes a dragon such a powerful warrior is its ability to harness the elements into lethal breath attacks. Spyro and Cynder each have their own unique set of elemental breath attacks at their disposal, and this section takes a look at each one, as well as gives some insights into upgrading those abilities.

NOTE

AS SPYRO AND CYNDER USE THEIR BREATH ATTACKS, THEIR MANA SLOWLY DRAINS. COLLECT GREEN GEMS TO REPLENISH THEIR MANA TO HELP KEEP THEM IN THE FIGHT.

UPGRADING SPYRO AND CYNDER'S BREATH ATTACKS

As you help Spyro and Cynder in their adventure, you collect blue gems. These gems translate into experience points, which you can use to upgrade their breath attacks as you progress through the Elements section of the Pause Menu.

NOTE

SPYRO AND CYNDER GAIN EXPERIENCE BY COLLECTING THE BLUE GEMS LEFT BY FALLEN ENEMIES AND DESTROYED OBJECTS. YOU CAN ALSO GET LARGER AMOUNTS OF EXPERIENCE BY SMASHING THE LARGE BLUE SPIRIT GEMS SCATTERED THROUGHOUT EACH LEVEL.

Once you're ready to start upgrading, simply press the Pause button and select Elements. From here you can conveniently upgrade both Cynder and Spyro's breath attacks, switching between them the same way you would during the game. Once you've selected Spyro or Cynder, note their experience balance in the lower left corner. This tells you how much experience they have accrued.

TIP IF YOU'RE PLAYING A SINGLE-PLAYER GAME, KEEP IN MIND THAT THE DRAGON YOU'RE CONTROLLING GETS THE LION'S SHARE OF THE EXPERIENCE. IF YOU WANT TO MAKE SURE THAT CYNDER AND SPYRO ARE UPGRADING AROUND THE SAME TIME, MAKE SURE THAT YOU SWITCH BETWEEN THE TWO OF THEM FREQUENTLY TO DISTRIBUTE EXPERIENCE MORE EVENLY.



Now, use the left analog stick to cycle through the breath attacks until you've landed on the element you wish to upgrade. The number that appears toward the top of the screen indicates how much experience is needed to unlock the next level for that element. You can use the jump button to begin distributing the experience points you've earned. Holding down the jump button distributes them quickly, while pressing the jump button doles them out at a slower pace. As you upgrade Spyro and Cynder's breath attacks, they do more damage, have a longer duration, or have a wider area of effect.

NOTE

IN ADDITION TO MAKING SPYRO AND CYNDER'S BREATH ATTACKS MORE POWERFUL, EACH TIME YOU UPGRADE YOU EARN AN EXTRA FURY GEM. EVERY FOUR GEMS YOU EARN INCREASES YOUR FURY LEVEL, KEEPING SPYRO AND CYNDER IN FURY MODE LONGER AND MAKING THE FURY BREATH ATTACK MORE POWERFUL.

SPYRO'S BREATH ATTACKS

In his previous adventure, the Dragon Guardians bestowed upon Spyro control over the elements of fire, earth, electricity, and ice. Each of these elements has its own unique primary and secondary attacks.

Primary Attacks			
Element	Attack Name	Upgrade Level	Use
Fire	Dragon Fire	1	Allows you to breathe Dragon Fire that burns your target.
Fire	Blazing Dragon Fire	3	Allows you to breathe Dragon Fire that burns your target, doing greater damage.
Fire	Scorching Dragon Fire	4	Allows you to breathe Dragon Fire that burns your target, doing more damage, and spreading from one enemy to another.
Ice	Ice Spikes	1	Shoots Ice Spikes that damage your target.
Ice	Frozen Ice Spikes	3	Shoots Ice Spikes that damage your target.
Ice	Sub-Zero Ice Spikes	4	Shoots Ice Spikes that explode and freeze your target.
Earth	Earth Boulder	1	Transforms Spyro into a boulder when the primary attack button is held down.
Earth	Defensive Earth Boulder	3	Transforms Spyro into a boulder when the primary attack button is held down. Hold the weak attack button at the same time to charge up a Powerful Boulder Dash.
Earth	Armored Earth Boulder	4	Transforms Spyro into a boulder when the primary attack button is held down. Hold the weak attack button down at the same time to charge up a Devastating Boulder Dash.
Electricity	Lightning Bolt	1	Unleashes a Lightning Bolt when the primary attack button is held down.
Electricity	Charged Lightning Bolt	3	Unleashes a Lightning Bolt when the primary attack button is held down.
Electricity	Supercharged Lightning Bolt	4	Unleashes a Lightning Bolt when the primary attack button is held down.



Secondary Attacks

Element	Attack Name	Upgrade Level	Use
Fire	Comet Dash	2	Surrounds Spyro in flames as he charges into his enemies.
Fire	Blazing Comet Dash	3	Surrounds Spyro in flames as he charges into his enemies, doing more damage.
Fire	Scorching Comet Dash	4	Surrounds Spyro in flames as he charges into his enemies, doing greater damage. Fire also spreads from one enemy to another.
Ice	Snow Storm	2	Creates a Snow Storm that damages surrounding enemies.
Ice	Chilling Snow Storm	3	Creates a Snow Storm that damages surrounding enemies. Hold the secondary breath attack button and press the weak attack button repeatedly to spray Frozen Ice Shards.
Ice	Chilling Snow Storm	4	Creates a Snow Storm that damages surrounding enemies. Hold the secondary breath attack button and press the weak attack button repeatedly to spray Sub-Zero Ice Shards.
Earth	Earth Missile	2	Launches an Earth Missile at enemies in front of Spyro.
Earth	Powerful Earth Missile	3	Launches an Earth Missile at enemies in front of Spyro. Hold down the secondary attack button to charge up a Powerful Earth Missile.
Earth	Devastating Earth Missile	4	Launches an Earth Missile at enemies in front of Spyro. Hold down the secondary attack button to charge up a Devastating Earth Missile.
Electricity	Electric Sphere	2	Emits an Electric Sphere that stuns and damages surrounding enemies.
Electricity	Charged Electric Sphere	3	Emits an Electric Sphere that stuns and damages surrounding enemies. Tapping the weak attack button now increases the sphere's frequency.
Electricity	Supercharged Electric Sphere	4	Emits an Electric Sphere that stuns and damages surrounding enemies. Tap the weak attack button to generate an Electric Pulse.

CYNDER'S BREATH ATTACKS

While Cynder now serves the side of good, her dark heritage has given her a very different set of breath attacks. Like Spyro's breath attacks, each of Cynder's elements has its own unique primary and secondary attacks.

Primary Attacks			
Element	Attack Name	Upgrade Level	Use
Poison	Venom	1	Spit Venom to damage your enemies.
Poison	Toxic Venom	3	Spit Venom to damage your enemies. Hold down the primary attack button to charge up Toxic Venom.
Poison	Lethal Venom	4	Spit Venom to damage your enemies. Hold down the primary attack button to charge up Lethal Venom.
Shadow	Shadow Strike	1	When the primary attack button is held down, Cynder uses a Cloak of Shadows to become a dark cloud. Once the button is released, she performs an uppercut known as Shadow Strike.
Shadow	Deadly Shadow Strike	3	When the primary attack button is held down, Cynder uses a Cloak of Shadows to become a dark cloud. Once the button is released, she performs an uppercut known as Shadow Strike.
Shadow	Sinister Shadow Strike	4	When the primary attack button is held down, Cynder uses a Cloak of Shadows to become a dark cloud. Press the weak attack button to send Shadow Claws. Once the primary attack button is released, she performs an uppercut known as Shadow Strike.
Fear	Siren Scream	1	Unleashes the Siren Scream, the sound waves of which can trigger certain items and damage foes.
Fear	Blaring Siren Scream	3	Unleashes the Blaring Siren Scream, the sound waves of which can trigger certain items and damage foes.
Fear	Piercing Siren Scream	4	Unleashes the Piercing Siren Scream, the sound waves of which can trigger certain items and damage foes.
Wind	Cyclone	1	Creates a gust of wind that can trigger certain items. When the primary attack button is held down and used with the left analog stick, you can use the force of the gale to throw enemies.
Wind	Super Cyclone	3	Creates a stronger gust of wind that can trigger certain items. When the primary attack button is held down and used with the left analog stick, you can use the force of the gale to throw enemies.
Wind	Ultimate Cyclone	4	Creates an incredibly strong gust of wind that can trigger certain items. When the primary attack button is held down and used with the left analog stick, you can use the force of the gale to throw enemies and do more damage.



Secondary Attacks

Element	Attack Name	Upgrade Level	Use
Poison	Scorpion Strike	2	Causes Cynder to twirl in the air, using her barbed tail as a weapon.
Poison	Toxic Scorpion Strike	3	Causes Cynder to twirl in the air, using her barbed tail as a vicious weapon.
Poison	Lethal Scorpion Strike	4	Causes Cynder to twirl in the air, using her barbed tail as a deadly weapon.
Shadow	Shadow Fire	2	Hold down the secondary attack button to breathe Shadow Fire.
Shadow	Suffocating Shadow Fire	3	Hold down the secondary attack button to breathe more powerful Shadow Fire.
Shadow	Asphyxiating Shadow Fire	4	Hold down the secondary attack button to breathe Asphyxiating Shadow Fire.
Fear	Phantom Fright	2	Terrify your foes with Phantom Fright.
Fear	Stunning Phantom Fright	3	Stun your enemies with fear with Stunning Phantom Fright.
Fear	Paralyzing Phantom Fright	4	Unleash Paralyzing Phantom Fright to paralyze your foes.
Wind	Twister	2	Creates a small tornado.
Wind	Super Twister	3	Creates a small tornado. Press the weak attack button repeatedly to increase the speed.
Wind	Ultimate Twister	4	Creates a small, but more powerful, tornado. Press the weak attack button repeatedly to increase the speed.

FURY BREATH ATTACK



One breath attack that Cynder and Spyro share is the Fury breath attack. As they fight their way through Malefor's minions, their battle-rage grows, building into Fury. Fill the Fury Meter by performing big combos; the bigger your combo, the faster the meter will fill. Once the Fury Meter is full, you can unleash all of that rage and anger by pressing the weak and strong attack buttons simultaneously. The Fury breath attack is used by pressing and holding the primary breath attack button and it is utterly devastating. Just watch the Fury meter as it begins to deplete from the moment you activate it.

NOTE

IF YOU MANAGE TO TRACK DOWN ALL OF SPYRO'S FURY BREATH ARMOR, YOU CAN UNLOCK THE FURY BREATH ATTACK.

NOTE

SPYRO AND CYNDER SHARE THEIR FURY METER, SO SWITCH BETWEEN THEM TO MAKE SURE THEY'RE EACH DOING THEIR PART.



TIP

ELITE ENEMIES USUALLY HAVE ARMOR THAT IS IMPERVIOUS TO ALL BUT ONE OF YOUR BREATH ATTACKS. FURY IS UNIVERSAL (AND POWERFUL), SO LET THEM HAVE IT!

TIP

DON'T WASTE YOUR FURY ON MALEFOR'S FOOT SOLDIERS. SAVE IT FOR THE HEAVY HITTERS LIKE BOSSSES AND ELITE ENEMIES.

SPYRO AND CYNDER'S ALLIES



With the number of foes that Spyro and Cynder will face in their adventure, it's good to know that our pair of winged do-gooders have some powerful friends at their sides. In this section, we pay tribute to those noble creatures.

SPYRO



Born according to prophecy, Spyro is a rare purple dragon, conceived only once every ten generations. As an egg, Spyro was guarded in the Dragon Temple. When the Dark Master, Malefor, heard of Spyro's birth, he dispatched his minions to destroy the egg, fearing the fulfillment of the prophecy that would bring about Malefor's own doom. In the midst of battle, Ignitus, the Guardian Dragon of fire, smuggled the egg away from the Dragon Temple and sent it floating down the river.

Discovered and raised by a family of dragonflies, Spyro grew up unaware of his heritage, playing in the

swamps with his adoptive brother, Sparx. When Spyro's dragon abilities began to manifest, he was told the truth of his nature. Setting out with Sparx in search of answers, the pair soon encounter Ignitus who fears the worst, with the Dragon Temple overrun by Malefor's minion, Cynder—a powerful, young black dragon.

When Ignitus and the other Guardian Dragons became captured by Cynder, it fell to Spyro to rescue them and face Cynder. Though the battle drained the young Spyro, his eventual triumph freed Cynder from Malefor's hold.

Shortly after this, a new force of evil named Gaul the Ape King sought to use the magical portal known as the Well of Souls to plunge Spyro's world into darkness once more. Using clues discovered in his own troubled dreams, Spyro tracked down and faced Gaul. In the course of the battle, Spyro fell into the Well of Souls, where he came under the control of Malefor. Emerging as Dark Spyro, he used his dark power to defeat Gaul, falling deeper under Malefor's control until Cynder rescued him.

Now, with Cynder at his side, Spyro sets out to face Malefor once and for all, fulfilling the prophecy that has shaped his life.

SPYRO AND CYNDER'S ALLIES

CYNDER



Once under the control of Malefor, Cynder nearly brought about the end of all dragonkind before being rescued by Spyro. When Spyro fell under the shadow of the Dark Master's influence in his fight against Gaul the Ape King, it was Cynder that brought Spyro back from the brink of madness. Now she stands wing to wing with Spyro against Malefor's final assault, hoping to redeem her past and save her future.

SPARX



Sparx is the offspring of Spyro's adoptive dragonfly parents. He and Spyro grew up together in the swamps where they spent many a lazy afternoon playing games of hide-and-seek with each other. Though Sparx gives Spyro a hard time for being so different, he has a strong brotherly bond with Spyro and would do anything for him. The two remain best friends through the good times and the bad.

Sparx follows Spyro around throughout his adventures. When bad things happen, Sparx's natural reaction is to crack jokes and make light of

the situation. Sparx makes lights in other ways as well—the natural glow that shines from his small body brightens up dark places, helping Spyro see what dangers lie ahead.

IGNITUS



Ignitus is the Guardian Dragon of fire. He has been both friend and mentor to Spyro throughout his quests, teaching him about his destiny and about what it means to be a dragon.

When Spyro was just an egg, Ignitus saved him from the Dark Master's forces during their siege on the Dragon Temple. Ignitus sent Spyro's egg floating down a nearby river, which brought it to a distant swamp. A kindhearted pair of dragonflies eventually found Spyro's egg. When Spyro popped out of it, they raised him as one of their own. As Malefor prepares his final assault, Ignitus rallies the Guardian Dragons to war as Spyro's destiny begins to unfold.



THE CHRONICLER



The Chronicler is a wizened and ancient dragon. Dwelling in the Celestial Caves, the Chronicler is the keeper of dragon history, guarding their best kept secrets and maintaining the lore of dragonkind for future generations.

VOLTEER



Volteer is the Guardian Dragon of electricity. After being rescued from Dante's Freezer by a young Spyro, Volteer passed his knowledge of electricity on to our hero. Now, as dragonkind faces its darkest hour, Volteer has heeded the call of Ignitus and fights to preserve all that is most important to him.

CYRIL



As the Guardian Dragon of ice, it was Cyril who taught Spyro to control his icy breath attack. Like Volteer, Cyril has come to the defense of the Dragon Temple.

TERRADOR



When Spyro saved him from the fiery depths of Munitions Forge, Terrador, the Guardian Dragon of earth, passed on his knowledge to our small hero. He too stands with Ignitus and the rest of the Council of Dragons against the coming storm.



SPYRO AND CYNDER'S ALLIES

HUNTER



A member of the Cheetah Tribe, Hunter is a very different soul from his normally reclusive tribesmen. Dispatched by Ignitus nearly three years ago, Hunter has been tracking Spyro ever since.

THE CHEETAH TRIBE



These peaceful people live a quiet life in the wilds of Spyro's world. They show little interest in the affairs of the larger world and have a fearful mistrust of dragonkind. As Malefor's army encroaches on their way of life, they may be forced to action.

THE MOLES



These tiny warriors have a long, time-honored alliance with all of dragonkind. Not only are they the architects of the Dragon city, Warfang, they are also its protectors. What they lack in size is more than made up for in heart and courage.

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In their struggle to save their world from Malefor, Spyro and Cynder find themselves pitted against an army of the most sinister forces ever. In the final hour, Malefor has summoned forth abominations long thought gone from Spyro's world. Though Spyro and Cynder have friends to aid them, our tiny heroes ultimately stand alone against the enemy hordes. In the battle of good and evil, knowledge is power, so take a moment to get to know your enemies.

MALEFOR



The Dark Master

Dragon prophecies speak of the rare purple dragons with a mix of reverence and fear. As the first purple dragon ever born, Malefor proved a quick study in the dragon arts, mastering all of the elemental breath attacks. As his power and knowledge grew, Malefor became corrupt, turning to evil in his quest for more and greater power.

Fearing the prophecies' promise of the birth of a second purple dragon, Malefor led a raid against the Dragon Temple, seeking to capture the egg. Ignitus had hidden Spyro's egg, but Malefor did not leave empty handed, having stolen Cynder's egg. Raising the young black dragon and penetrating her mind, Malefor used the young Cynder in another grab at power, only to be banished at Spyro's hands. Released years later by Gaul the Ape King, Malefor continues his mad quest and will stop at nothing to bring about the end of the world.

THE GOLEM



Fused by the dark will of Malefor, this hulking giant dwarfs even the mightiest of dragons. Its sole purpose is the destruction of Spyro and anything else that happens to get in the way.

GRUBLINS



Your standard Groblin doesn't put up a huge fight.

A Winged Groblin puts up a bit more of a fight.



TIP WHEN FIGHTING GRUBLINS AND WINGED GRUBLINS, MAKE GOOD USE OF YOUR SEIZE ATTACKS. JUST REMEMBER, WYVERNS ARE A LITTLE TOO BIG TO GRAB.

WYVERNS



The Wyvern makes for a challenging foe.

These winged monstrosities bear some visual similarities to dragons, but those resemblances end with their appearances. Sworn servants of the Dark Master, Wyverns will stop at nothing to destroy Spyro and his allies. Travelling in small packs and using a combination of diving strikes and the Siren Scream breath attack, Wyverns are a troublesome lot.

TIP REMEMBER, WYVERNS ARE A LITTLE TOO BIG TO GRAB, SO SEIZE ATTACKS WON'T WORK. INSTEAD, TRY BRINGING THEM DOWN TO GROUND LEVEL WITH SPYRO'S ICE SPIKES OR CYNDER'S VENOM BREATH ATTACKS.

Abominations summoned from the depths of the earth, Groblins come in several forms. As the foot soldiers of Malefor's army, what they lack in strength they often make up for in numbers.

ORCS

An Axe Orc has the advantage of brute strength.



A Crossbow Orc is a much nimbler opponent and is able to strike from a distance. Whoever said, "Keep your friends close and your enemies closer" must have been fighting Crossbow Orcs.

TIP WHEN SQUARING OFF AGAINST AN AXE ORC, TRY TO DISARM HIM WITH SPYRO'S LIGHTNING BOLT BREATH ATTACK. WITHOUT HIS TRUSTY AXE, AN AXE ORC IS JUST A BIG COWARD.

Much larger than their Grublin cousins, Orcs are the backbone of Malefor's army. They are capable of using weapons and sporting armor, making them a much greater threat to Spyro and Cynder. Like Groblins, Orcs come in multiple forms.

"HEROES"

A Hero Grublin spoiling for a fight.



A Hero Orc on the warpath.

NOTE

YOU MIGHT BE ABLE TO DISARM A HERO ORC, BUT NOT A HERO GRUBLIN, SINCE HIS SWORD IS STRAPPED TO HIS ARM.

In addition to the general rank and file units, some of Malefor's soldiers have survived enough battles to earn the rank of Hero. Both Hero Orcs and Hero Groblins are formidable opponents. Their heavy armor, shields, and weapons mean they can take it just as well as they can dish it out.

TROLLS



Hunter comes face to face with a Troll.

TIP SPYRO'S LIGHTNING BOLT BREATH ATTACK ACTUALLY STUNS TROLLS, IF ONLY FOR A MOMENT.

Trolls are the real heavy hitters in Malefor's army. Immense in size, these burly beasts are incredibly strong. However, that strength is tempered by slowness of wit and body.

ELITE ENEMIES



An Elite Hero Orc rising to the occasion.

These are the very best of the best. Risen from all ranks of the Dark Master's army, they have been fused with magical armor that renders them impervious to nearly every attack you can throw at them. The armor isn't completely foolproof, however. Each Elite Enemy's armor is vulnerable to a specific elemental breath attack. The key is matching the color of the elemental breath attack to the color of the armor.

SHADOW APES



Shadow Apes emerge from the darkness.

Seeking vengeance against the dragon race, Gaul the Ape King and his ape minions sought to use Malefor's powers in their fight, with no intentions of worshiping the powerful purple dragon. After Gaul's defeat, Malefor used his dark powers to curse the apes, turning them into the ghastly Shadow Apes. Dwelling in the darkness of caves, Shadow Apes are quick to attack when prey is near. They are clumsy, but compensate for it in speed and mob tactics.

TIP SHADOW APES LIKE TO SWARM THEIR OPPONENTS, SO USE A SEIZE ATTACK LIKE TERRADOR'S SENTENCE TO MANAGE THE CROWD.



THE LEGEND OF SPYRO: DAWN OF THE DRAGON STORY WALKTHROUGH

THE CATACOMBS



Malefor's forces enter the depths of the catacombs to find Cynder and Spyro encased in a large crystal tomb. Shattering the crystal, Malefor's minions affix matching magical collars to our slumbering heroes. Meanwhile, a cloaked figure watches from the shadows and spots a dazed and confused Sparx upon the cavern floor. Cynder rouses Spyro, and our heroes find themselves surrounded by sinister creatures. When they attempt to flee, Spyro and Cynder discover they are chained to the platform by some dark magic, leaving them with little choice but to stand and fight!



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WHY SO GOLEM?



Spyro and Cynder are immediately surrounded by enemies. Use Terrador's Sentence or the Dragon Dance attacks to quickly deal with these first few waves.



Once you've dealt with this first batch, a second group attacks. Use the same tactics you did with the first bunch to quickly deal with this new set of enemies. As you do battle, a large form lumbers in the background. There's big trouble ahead.



Suddenly the hulking body of the Golem emerges from the molten rock below, slamming its right hand upon your platform. Cynder quickly realizes that the chain between her and Spyro leaves them at the Golem's mercies. Move to the anchor in the center of the platform, using the seize button to grab it. Now tap the weak attack button as fast as you can to pull free.



Once you've broken free, the Golem pounds the platform with its fist before grasping the left side of the platform. Note the ugly, dark crystals along its hand, as these are its weak point. While the Golem grips the platform, run over and use your strong attack to thrash its thumb. Attacking the thumb helps keep you clear of its attacks.





The Golem has three forms of attack. When you're attacking its hand, it raises its hand up and slams it down palm first. Keep an eye out for this as you make your assault, making sure to move to the right to avoid the blow. After the Golem does this, it returns its hand to the ledge, where you can get in another two or three strong attacks.



The Golem then makes a swiping attack from the left side of the platform to the right. Avoid this by using Snake Skill to duck under its hand. The Golem's hand returns to the left edge of the platform, so move to the Golem's hand and begin your attack anew. After a total of about eight strong attacks, the Golem recoils in pain, releasing a shower of gems. Move close enough to collect these, but watch out!



Once you've critically wounded the Golem, it becomes rather angry with you, launching its most powerful attack of all—slamming its huge fist down in three sections of the platform. Avoid this attack by sticking close to the front of the platform and running from left to right. After the Golem pounds the left side of the platform, quickly switch directions, running back to the left to avoid the second attack that strikes the right side of the platform. The Golem's third attack lands to the rear of the platform, so as long as you stay near the front, you shouldn't have to worry.



After this final blow, the Golem returns its hand to the left edge of the platform, where you can renew your attack. After you've severely wounded it a third time, it becomes furious and prepares to put an end to our heroes. Just before it unleashes that fury upon you, the cloaked figure from moments ago emerges. No longer cowled, the feline figure launches an arrow into the eye of the beast, saving Cynder and Spyro and sending the hulking beast thrashing back into the depths.

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Before long, Sparx and Spyro are reunited, and Spyro inquires after their mysterious savior. When Sparx is unable to fill in the blanks, Spyro decides to cross over to thank his rescuer personally.



Use the staggered blocks of the recently destroyed section of pillar that has fallen onto the platform to jump up to the highest level. Now, move to the right and jump across the small gap to reach the main section of pillar. Cross to the right and use a double-jump, followed by a third jump to glide across the larger gap to reach your savior.

The cloaked figure introduces himself as Hunter, explaining that Ignitus sent him in search of Spyro some years ago. In spite of Spyro's curiosity, Hunter stresses the need to reach safer ground.



From here, follow Hunter to the right. Feel free to destroy the Red Spirit Gems to restore any health lost in your fray with the Golem before passing under the archway to rejoin Hunter. Follow Hunter across the broken causeway, using double-jumps to clear smaller gaps and gliding across the larger ones. As you cross, the Golem returns, grabbing the pillar and attempting to shake Spyro and Cynder loose.



Be prepared to press the jump button once when it flashes on the screen to avoid the Golem's attack and get Spyro and Cynder to safety.

TIP DESTROYING OBJECTS SUCH AS VASES, URNS, AND STACKS OF WOOD RELEASES BLUE GEMS. DESTROY THESE OBJECTS TO GAIN SOME QUICK EXPERIENCE.



In this next section, move into the purple light of the Save Point to make sure you save your progress. Next, move to the right and glide down to the platform below where Hunter regroups with Spyro and Cynder as they use green gems to restore their mana. The Chronicler appears in a vision, restoring the breath attack abilities of our two winged heroes.



Suddenly, more enemies burst forth from the ground. Fend them off with Terrador's Sentence or Dragon Dance. A total of four waves of enemies come at you, so use your tried and tested tactics to keep them at bay. Don't hesitate to smash the nearby Spirit Gems to restore any drained mana.

NOTE

IF YOU NEED TO REGAIN SOME LOST HEALTH HERE, JUMP UP TO THE SECOND LEDGE ON YOUR RIGHT AND USE SPYRO'S DRAGON FIRE OR CYNDER'S VENOM BREATH ATTACKS TO CLEAR THE THORN GATE AND REACH THE RED SPIRIT GEMS BEYOND.



TIP MOVES LIKE TERRADOR'S SENTENCE AND DRAGON DANCE ARE NOT ONLY EFFECTIVE AGAINST LARGE GROUPS OF ENEMIES, BUT YOU CAN ALSO THRASH YOUR HELPLESS FOE AGAINST NEARBY SPIRIT GEMS TO REGAIN HEALTH AND MANA IN THE MIDST OF COMBAT.



After you've defeated your foes, move to the right and jump up to the ledge to reach the path that was previously blocked by the last set of Grublin cocoons to rejoin Hunter. Use Spyro's Dragon Fire or Cynder's Venom breath attack to remove the Thorn Gate, then follow Hunter up the stairs.



At the top of the stairs, move to the lever on your right, grabbing it with the seize button, and then tap the weak attack button repeatedly to pull the lever down, causing the platforms in this area to shift.

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Now move to the corner of the platform diagonally across from the lever to pick up an Adamantine Orb using the seize button, stopping long enough to shatter the Blue Spirit Gem. Carrying the orb, cross to the right and double-jump and zig-zag your way up the platforms to reach Hunter above you.



When you reach Hunter, he continues up, but you can't continue while carrying the orb. Move to the right and find the Electrical Conduit. Use Spyro's Lightning Bolt breath attack to trigger the Conduit and slide the mechanism in place. Doing this causes Spyro to drop the Adamantine Orb, so pick it up when you're done and ready to move on. The Electrical Conduit causes the platforms here to shift, making them accessible to Spyro as he carries the heavy orb to the highest point.



With the Adamantine Orb in his jaws, move Spyro to the far left until you reach the lowest platform. Once atop it, move to the right, double-jumping your way from platform to platform.



As you reach an apparent dead end, move to the right and double-jump up the three rising platforms, before double-jumping across the larger gap to reach the platform in the left corner with the torch burning in the wall.

TIP IF THE ELECTRICAL CONDUIT SLIPS OUT OF POSITION, SET THE ADAMANTINE ORB DOWN ON A LEDGE BEFORE DESCENDING TO USE THE CONDUIT AGAIN. SPYRO MOVES A LOT FASTER WITHOUT THE HEAVY ORB, SO YOU ARE ABLE TO GET DOWN TO THE CONDUIT AND BACK UP QUICKER. JUST MAKE SURE TO PICK IT BACK UP BEFORE YOU MOVE ON.



...take flight, hugging the wall on Spyro/Cynder's right to reach a Red Life Crystal on a ledge ahead, then return to pick up the Adamantine Orb and continue your adventure.



From here, move to the left and use a double-jump to clear the large gap. Continue across the platform and make another double-jump to span the next gap and make it to the next set of platforms. Follow these around and up to the highest platform.



Back on the ledge in the corner, double-jump to the right to cross the next gap and reach the next platform. Continue double-jumping to the next platform, and finally double-jump down to a large ledge at the base of some stairs.



Drop the orb on this platform for a moment, get a running start away from the back wall, and double-jump straight out...



Move to the right-hand side of this ledge to find a Pressure Plate. Press the weak attack button to drop the Adamantine Orb on to the plate to release the door at the top of the stairs. Spyro and Cynder then follow Hunter through the door.

THE CATACOMBS

THE WATERFALL CAVE



Before following Hunter up to the ledge above, make note of the large central pillar in the center of the pool in the room ahead. Now, drop to the pool below and make your way to the base of the large pillar to find a lever. Grab the lever with the seize button, then tap the weak attack button to lock the lever in place. This causes the pillar to rotate, exposing a Climbing Zone.

There are four large Blue Spirit Gems on the main level of this room.



The first is just to Spyro/Cynder's right when they enter this chamber, on a low ledge just below the main walkway.



The second is directly across the large pool from the entrance, atop a large platform.



The third is in the far left corner of this chamber near the edge of the platform, just behind a support beam. It only appears after the Golem attacks, though, so come back for this one.



The fourth one is on the main floor between the platform where you found the second and where you found the third, but it only appears after defeating the Elite Enemy for this level.

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Move to the left of the pillar and find the low platform that gets you back on the main ledge.



On the main ledge, double back to the entrance and move to the Climbing Zone that Hunter mentioned before. Climb this pillar to reach the top.



Before following Hunter, double-jump off the right side of this pillar...



...and glide to the broken rampart. From here, adjust your camera to look below you...



...where you spy a Green Magic Crystal.



Glide down and smash it to gain its power before gliding back to the first pillar that Hunter told you to climb.

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From here, double-jump towards the central pillar and glide to the Climbing Zone, using the seize button to grab the vines. Now climb up to the ledge above.



The camera automatically pans around to center on Hunter atop the platforms ahead. Double-jump across this gap and grab the vines to reach the platform before climbing up to the adjacent ledge.



Double-jump up to use the Climbing Zone here to continue your ascent, shifting to the left as you reach the top of the vine growth, and dropping onto the platform that Hunter is standing on.



Again, Hunter shows you where you need to go, so double-jump and glide to clear the large gap to reach the next ledge before double-jumping and gliding to the Climbing Zone that lies beyond the next gap.

NOTE

TAKE A MOMENT TO CLIMB UP AND GET THE BLUE SPIRIT GEM ON THE UPPER LEDGE HERE TO GAIN SOME EXTRA EXPERIENCE.





Following Hunter, double-jump from this platform and glide to the Climbing Zone ahead. Climb to the top of the platform and smash the Blue Spirit Gem here before proceeding.

CAUTION

TIMING YOUR DOUBLE-JUMPS HERE IS CRUCIAL. IF IT ISN'T JUST RIGHT, YOU MAY FIND YOURSELF BACK AT THE BOTTOM AND HAVING TO DO IT ALL OVER AGAIN.



From this point, use a double-jump and glide to reach the lower ledge where Hunter waits. As you reach the platform, the Golem returns to take its revenge upon our band of adventurers.



Quickly jump up, grab the vines, and begin shimmying to the right. The Golem pounds the wall. As soon as it pulls its fist away, continue climbing to the right. As you reach the end of the vines, push the left analog stick to the right and press the jump button to leap to the next set of vines, making sure to use the seize button to grab hold. Jump to the adjacent ledge. Run along this ledge and use the vines here to climb upward, jumping between Climbing Zones until you reach the top.



THE CATACOMBS



From this location, push the left analog stick to the left and press the jump button to leap from the wall to the ledge. Follow Hunter as he moves left along the ledge.

At the edge, jump out, grab hold of the vines, and continue moving to the left. As you reach the end of the vines, jump to the left and grab the next set of vines.

NOTE

IF YOU FOLLOW THESE VINES ALL THE WAY TO THE LEFT, YOU CAN FIND ANOTHER BLUE SPIRIT GEM THAT'S CHOCK FULL OF EXPERIENCE POINTS.



Follow these vines upward, taking heed of the Golem's pounding fist. Wait for it to strike, then follow the vines to the top and to the right to jump to the neighboring ledge.



From here, climb up the raised platform and be ready to press the jump button when it flashes on your screen, as the Golem takes another swing at Spyro and Cynder.



After losing its arm, the Golem retreats, however its broken limb still blocks your path. Move to the dark crystals within the arm and use your strong attack to destroy the limb. Now, double-jump and glide across this gap to once again rejoin Hunter.

NOTE

THROUGHOUT EACH LEVEL SPYRO AND CYNDER ENCOUNTER ELITE ENEMIES. THEY ARE STRONGER THAN NORMAL ENEMIES, BUT REWARD YOU WITH MORE EXPERIENCE POINTS. ONCE YOU'VE DESTROYED THE GOLEM'S ARM AND REGROUPED WITH HUNTER, YOU CAN DROP BACK TO THE POOL BELOW AND MOVE TO THE FAR LEFT CORNER OF THE MAIN CHAMBER TO TAKE ON YOUR FIRST ELITE ENEMY.

TIP

THE KEY TO DEFEATING ELITE ENEMIES IS STRIPPING THEM OF THE SPECIAL ARMOR THEY WEAR. EACH ARMOR HAS ONE ELEMENTAL WEAKNESS, SO SEE WHAT COLOR IT IS AND PICK THE ELEMENTAL BREATH ATTACK THAT MATCHES. ONCE YOU'VE STRIPPED THEIR ARMOR, YOU CAN BEGIN USING YOUR STANDARD ATTACKS. JUST REMEMBER, THEY CAN TAKE A LOT MORE DAMAGE THAN THEIR NORMAL COUNTERPARTS.



Hunter quickly dashes off to scout ahead, but take a moment to smash the Blue Spirit Gem here and save your progress. Once you've done that, follow in Hunter's footsteps through the portal ahead. Follow the bend to the right and glide down to the chamber below.



Cross this courtyard, stopping to shatter the Blue Spirit Gem here before double-jumping up to the ledge, and double-jumping again to use the vines at the far end to reach Hunter on the ledge above. Follow Hunter through the doorway on the left and down the stairs to another chamber where he explains that you need to lower the horn suspended above the center of the room.



Move to the near left corner and find the Drum Wheel that lowers the horn to the floor. Use the seize button to grab hold of the wheel and then press the weak attack button repeatedly to spin the wheel. Once you begin lowering the horn, more Grublins emerge from the ground. Release the Drum Wheel and eliminate all three waves of attackers before continuing to lower the horn.

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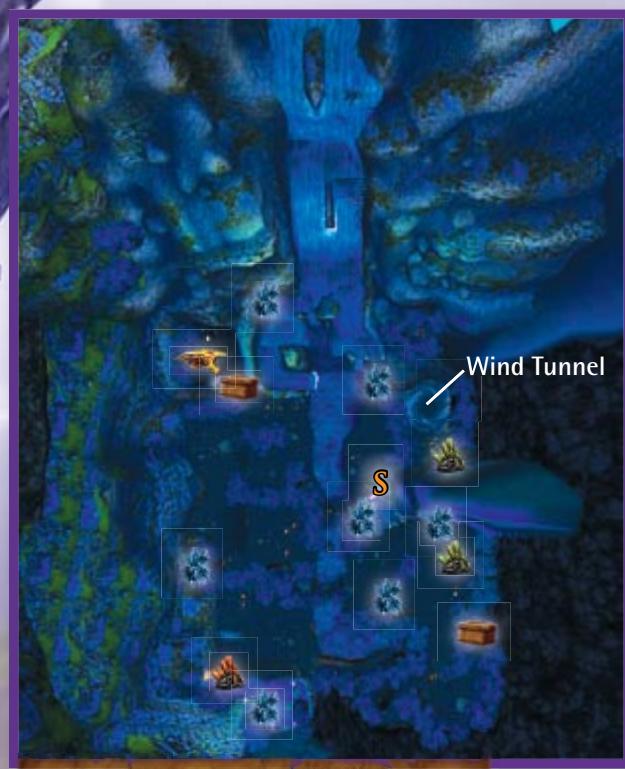
With the horn lowered, use Cynder's primary wind breath attack at the horn's mouth to sound the horn and open the gate.



As the gate opens, the Golem will once more emerge, grabbing hold of Cynder. When this happens, watch for the weak attack button to flash on the screen repeatedly. When it does, begin tapping the weak attack button furiously to help pull Cynder from the Golem's clutches so that you can escape the Catacombs.



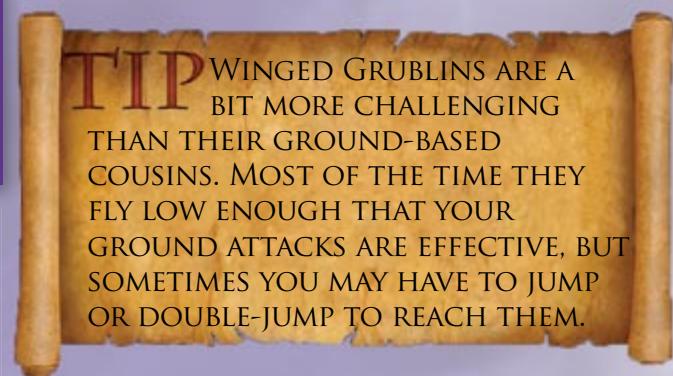
TWILIGHT FALLS



After your brush with the Golem, fly through the tunnel to the mouth of Twilight Falls, weaving through the columns in the cave. As you exit the cavern, descend into the valley below.



Upon landing, make for the Save Point. More enemies emerge, causing the Save Point to deactivate. Use your weak attacks with Terrador's Sentence and Dragon Dance to quickly dispatch them, then move to the Save Point to save your progress.



After you've saved, double-jump up to the Blue Spirit Gem and shatter it to pick up some extra experience before dropping back down to the grass below. Run back towards the waterfall, hugging the treeline on your right to locate another Blue Spirit Gem.



TWILIGHT FALLS



From here, double-jump and take flight into the falls, rising into the air as you cross in front of the water to find a third Blue Spirit Gem nestled in the crashing waters above.

TIP WHETHER YOU'RE LOOKING TO REGAIN SOME MANA OR LIFE, OR JUST GAIN SOME EXPERIENCE FROM THE SPIRIT GEMS SCATTERED THROUGHOUT SPYRO'S WORLD, USING THE FLYING DIVING HORN ATTACK WHILE ABOVE THEM IS A GREAT WAY TO DESTROY THEM MORE EFFICIENTLY. THIS IS PARTICULARLY HELPFUL WHEN IN COMBAT.



After shattering this Blue Spirit Gem, cling to the right wall of the falls to descend once more to the valley below, this time landing on the opposite bank of the river. Follow the wooded path as it winds around to a field in the shadow of a large cliff face, where another batch of Winged Groblins emerge to slow your progress. Take out this group before proceeding.



Hugging the cliff-face on your right, move through the valley until you come upon a Thorne Gate between the cliff and a thicket of trees to find a Blue Spirit Gem beyond. Use Spyro's Dragon Fire or Cynder's Venom breath attack to lower the Thorne Gate before shattering the gem and doubling back out of the small alcove. As you exit, take a sharp right into the adjacent field and head toward the river, where Hunter waits upon the opposite bank.

TIP IF YOU STOP TO REGAIN HEALTH AND MANA, MAKE SURE YOU NOTE ANY LANDMARKS FIRST. IT'S EASY TO GET TURNED AROUND, AND HAVING A LANDMARK KEEPS YOU ON TRACK.



Take flight to cross the river, veering left at the fork as soon as you enter the clearing.



Continue toward the series of ledges in the rock face that border this clearing and locate the Blue Spirit Gem tucked between the two cliffs before using the ledges to gain access to the cave opening in the cliff wall.



Pass through the cave, shattering the Green Magic Crystal at the opposite end before dropping into the glen below.



From here, enter flight in the Wind Tunnel and follow the current to do battle with an Elite Enemy on one of the cliffs above.



The Elite Enemy here is vulnerable to Spyro's earth breath attack, so you may want to consider upgrading it to unlock the Earth Missile attack. Once you've destroyed his armor, use Terrador's Sentence to thrash the fight out of him and score some serious experience points.

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REMEMBER, YOU CAN'T DAMAGE AN ELITE ENEMY UNTIL YOU'VE DESTROYED ITS ARMOR WITH THE COLOR-MATCHING BREATH ATTACK. HOWEVER, ALL ELITE ENEMIES ARE VULNERABLE TO YOUR FURY BREATH ATTACK. IF YOU'VE GOT IT, USE IT!



With your foe vanquished, find the chest at the cliff's edge and open it to get some Regenerating Health Bracers for Cynder before dropping down to the valley below. Follow the fields the way you passed before, crossing the river once more and veering to the left.



Follow this path as it rounds a small group of trees to find a Green Magic Crystal in the field. Shatter it to gain its power.



Cross the field to reach the Thorn Gate in the distance, once more using Spyro's Dragon Fire or Cynder's Venom breath attack to lower the prickly obstacle.



Follow the path as it curves left and open the chest at the end of the thicket to get the Increased Attack Speed tail armor for Spyro before doubling back to re-enter the clearing. Take a left as you enter the main clearing to find Hunter patiently awaiting your arrival.

NOTE

IN ADDITION TO LIGHTENING THE MOOD AND KEEPING SPIRITS UP, SPARX ALSO GRAVITATES TO POINTS OF INTEREST. WATCH YOUR GLOWING SIDEKICK, JUST IN CASE YOU NEED HIM TO SHED A LITTLE LIGHT ON THINGS.



As you reach Hunter, Winged Groblins emerge to stop you. Make quick work of them and then deal with the second batch that appears afterwards.

Now, get ready for a real fight as an Hero Groblin rises from the earth to challenge you. Use Cynder's Shadow Strike, followed by a series of strong air attacks to make short work of this opponent. After you've won, a glimmering waypoint appears at the base of a dead tree and a Blue Spirit Gem rises from the earth. Shatter the Blue Spirit Gem before moving to the waypoint.



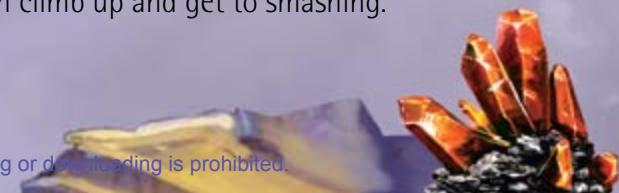
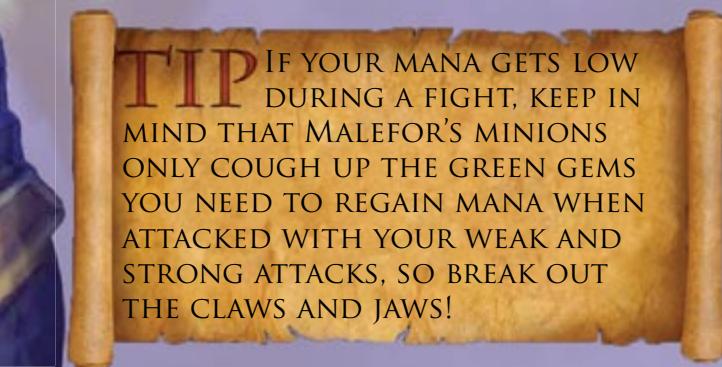
Follow the on-screen prompts to knock the tree over to form a bridge and follow Hunter across the river.



Move to the sheer cliff face on your left and use the vines at its base to begin your climb. When you reach an apparent dead end, switch to Spyro or Cynder (whoever isn't climbing), and use the Chain Swing by holding down the jump button and pressing the left analog stick in the direction you wish to swing.



With enough momentum, reaching the Red Life Crystal in the small cave to the right should be a cinch; just make sure you're using a well-timed press of the seize button to grab hold of the vines. Then climb up and get to smashing.



TIP

IF YOU FIND YOURSELF ON A SHORT LEASH, SWITCH TO THE DRAGON YOU'RE NOT USING AND MOVE THEM CLOSER TO GIVE A LITTLE MORE REACH.



Now drop out of this cave and use the Chain Swing to reach the vines above.



Once there, make your final ascent to reach the cliff, pausing to shatter the Blue Spirit Gem in the upper plateau to Hunter's right before rejoining him. Then simply follow the on-screen instructions to go to the Enchanted Forest.

VALLEY OF AVALAR



CHEETAH VILLAGE



After making camp in the Enchanted Forest, Spyro, Cynder, Sparx, and Hunter are set upon by mysterious assailants and captured. Awaking in Cheetah Village, Spyro and Cynder find Hunter accused of betraying his people and incurring the wrath of the Dark Master. As the village chief mulls

over the fate of our heroes, the village is set upon by Groblins. Spyro and Cynder rush to the aid of their captors, hoping to dispel the clouds of mistrust between them.



Prepare to take control as Spyro and Cynder rush to fend off the Winged Groblins that Malefor has sent to destroy Cheetah Village. With the Cheetahs' homes ablaze, use Terrador's Sentence and Dragon Dance to deal with the first wave of Winged Groblins. A second group bursts from the ground, so face them as well. Despite your efforts, the first hut collapses, so follow the Winged Groblins as they move to the next hut.

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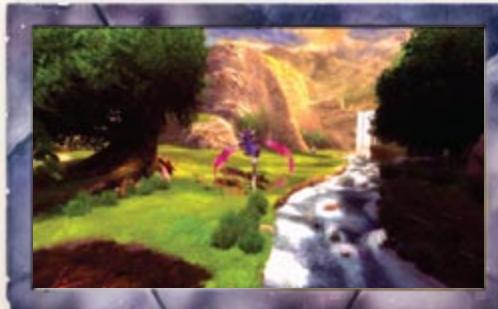
FIND MEADOW



As the second hut collapses, reinforcements arrive to strengthen your current foes. The Wyverns present a few new challenges, as they fly high above the ground, making diving attacks and returning to the air. In addition, given their size, you won't be able to use any seizing techniques on them. Stick to using air strong attacks and Spyro's Ice Spikes breath attack to bring them to ground level.

With the village saved, the Cheetahs discover that Meadow, a member of the tribe, has not returned. Spyro and Cynder offer to go in search of the missing villager, hoping to build trust. The chief reluctantly agrees, on the condition that Hunter remain behind.

Before setting out, save your progress at the Save Point on the hill behind you, where Hunter remains chained to the large posts. From here, move back down the hill and follow the village fence past the gathered villagers, veering left. Rather than following the main path, move toward the burning hut to find a small gap in the section of fence just to its left.



As you defeat this set of enemies, more Winged Groblins and Wyverns appear. Continue to dish out punishment and eliminate this final group, following them if they destroy the second hut and move to the third.

Jump up to reach the raised platform, then drop off the right side to find the Blue Spirit Gem tucked between the mountainside and the village fence. Turn around to face the valley and take flight over the river.



Move to the right to follow the river upstream, veering slightly to the left to find and destroy the Red Life Crystal at the base of the large tree.



Continue to follow the river upstream, finding the Blue Spirit Gem along the river's left bank, just behind the stand of trees that juts out from the rock face that borders this section of the valley.



Now, keep following the river to the waterfall and cliff face at the end of this section of the valley.



Use the vines to the left of the waterfall to reach the cliffs above.



Follow the river, and enter a clearing on the left to find a chest containing Regenerating Mana bracers for Cynder.



Exit the clearing and follow the river upstream to find a Blue Spirit Gem hidden behind a cluster of bushes, then turn around and move back to the cliff and drop into the valley below.

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TIP AN AXE ORC IS ONLY AS TOUGH AS THE AXE IN HIS HANDS. KNOCK IT LOOSE AND HE SCRAMBLES TO PICK IT UP WHILE YOU BEAT HIM UP. IF HE MANAGES TO GRAB HIS AXE, KNOCK IT FREE AGAIN. IF YOU'RE DEALING WITH A GROUP OF AXE ORCS, KNOCK THEIR AXES LOOSE TO KEEP THEM OFF YOUR BACK WHILE YOU WORK OVER ONE OF THEIR BUDDIES.



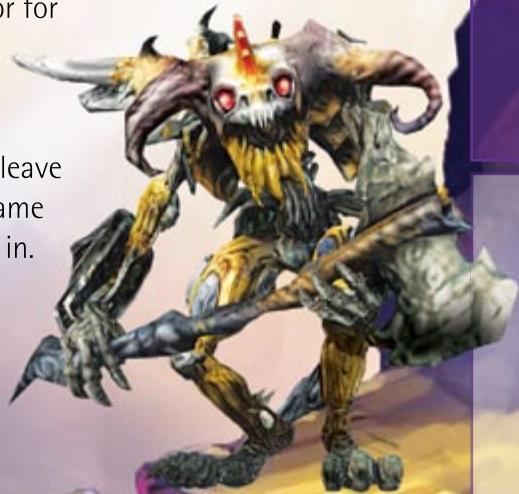
At the base of the cliff, turn to face the waterfall and enter the small cave mouth behind the tumbling waters. Follow the tunnel to reach a larger cavern, where a weary Meadow is chained to the cave wall—bait for a trap that is about to be sprung!



An Axe Orc emerges from the ground. Use Spyro's Lightning Bolt breath attack to jolt the axe from the Axe Orc's hands, then use your strong attack to defeat him. Two more Axe Orcs then appear. Use the Lightning Bolt and strong attack combo to deal with them as well. Once you've felled one of them, another Axe Orc emerges with a swarm of Winged Groblins. As you defeat the Axe Orcs and Groblins, another group appears. Hold your ground and defeat them to free Meadow.



When the last foe has fallen, Meadow is released. He explains that he cannot stand or walk. When Spyro explains that the untrusting Cheetah chief will think the worst if Spyro and Cynder return empty handed, Meadow tells you how to get the raft at the river's end, at which point Spyro and Cynder set off. As they leave, a chest appears in the cave behind them, so make sure to grab some tail armor for Cynder that wounds any attacking enemies. Now leave the cave the same way you came in.





Exiting the cave, follow the river downstream, stopping to fight the Winged Groblins in the section of scorched earth next to the large tree where the river bends sharply to the right.



Follow the river once more, staying to the left as it forks. As you pass the large outcropping of rock on your left, veer around it to reach the raised bank, locating the Blue Spirit Gem in the side of the cliff face here.



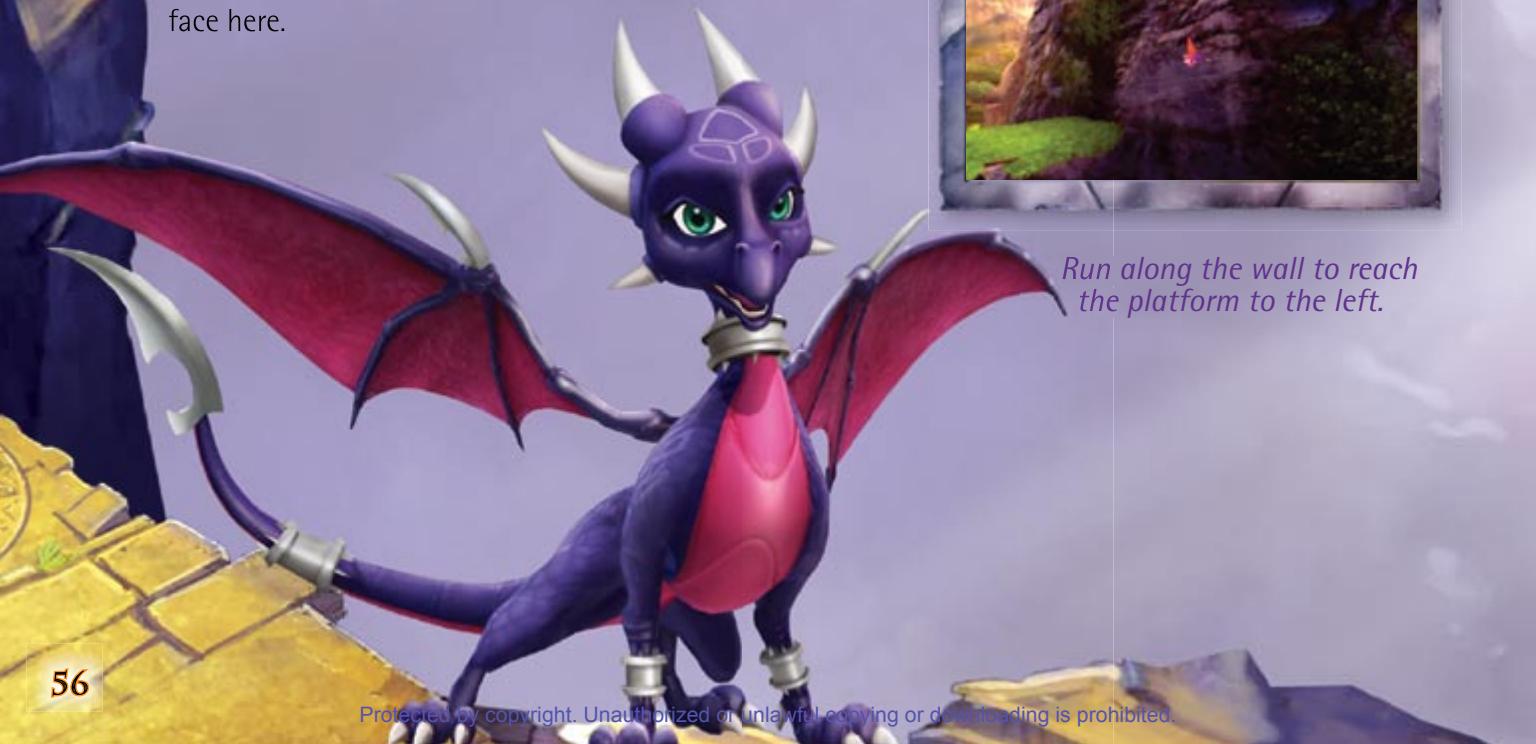
Turn around and cross the river, flying over a central island, and crossing the river's right fork to reach a series of cliffs on the opposite bank.



Use the vines to begin scaling the wall.



Run along the wall to reach the platform to the left.



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Use the vines to continue up.



Wall run to the right to reach the cliff top...



...and face an Elite Enemy.



This Elite Enemy's armor is vulnerable to Spyro's Lightning Bolt breath attack. If you're short on mana, use the Green Spirit Gem in the corner to regain mana.



Once the Elite Enemy's armor is removed, use Cynder's Shadow Strike to knock him into the air, and follow up with some strong air attacks to defeat him.

TIP ELITE AXE ORCS AREN'T LIKELY TO DROP THEIR AXES WHEN HIT WITH SPYRO'S LIGHTNING BOLT BREATH ATTACK, SO DON'T BOTHER TRYING!





With the Elite Enemy defeated, grab the Blue Spirit Gem in the shade of the tree before jumping up to the ledge in the corner. From this ledge, enter flight and cross the chasm to reach and destroy the Red Life Crystal on the opposite cliff. Once you've done this, turn around and fly back across the chasm, cross the plateau where you faced the Elite Enemy, and drop back to the valley floor, landing on the central island between the river forks.



Move down river along the island to reach another section of scorched earth and destroy the Flying Grublins and Wyverns here.



From here, move to the left of the butte, keeping the river on your left. As you reach the headland where the river forks merge, cross the fork that merges from the right to reach the opposite bank, moving to the ledge ahead to reach the Blue Spirit Gem.



Staying close to the river, use the Drum Wheel on the bank to retract the two gates that span the river. Then turn around and move up the hill and climb the ledge here to get the Blue Spirit Gem on top. Continue down river, following the treeline on your right as it drops back further to form a clearing where another Blue Spirit Gem lies in wait.

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Run back toward the river, veering left to round the treeline along the bank. Take flight to cross the river and reach the opposing bank. A group of Winged Groblins emerges to stop you, but they should be no match for you.



Continue downstream along this bank until you reach a dead tree. Move to the glowing waypoints and follow the on-screen instructions to push the tree over, forming a bridge across another fork in the river.



Cross the bridge, taking an immediate left to find and destroy a Blue Spirit Gem against the back wall.



Turn left and move to the edge before double-jumping and flying through the falling waters here to reach the vines hanging from a small outcropping. Climb up to reach the Blue Spirit Gem above, then continue across the platform to reach the river bank and gate to the Hermit's Camp below. Move to the waypoint, following the on-screen instructions to open it before stepping inside.



HERMIT'S CAMP



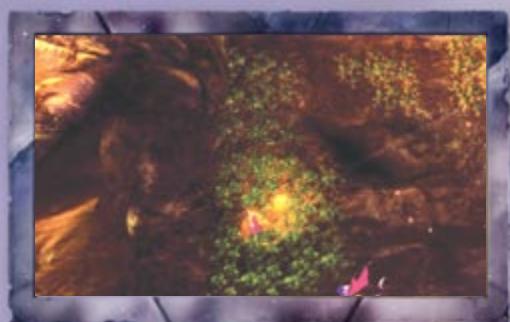
From this point, cross the river, following the path to the left and up and ignoring the vines on the cliff for the moment. Take the path as it winds into the rock of the mountain.



As the path reaches a T-intersection, follow it around to the left to find a Red Life Crystal nestled in a corner.



Turn around and follow the path, sticking to the left as it slopes downward. Smash the Blue Spirit Gem at the bottom of the hill, then move to exit the cave through the opening on your left. Move downstream, hugging the canyon wall on your right to reach the vines you saw when you first entered the Hermit's Camp.



Climb the vines to the top...

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...then jump to the right between the sections of vines.



Wall run to reach the next ledge...



...before double-jumping to the next two ledges.



Now, wall run along the canyon wall...



...and exit the wall run, double-jumping to the left to reach the next ledge.

CAUTION

THE POWERFUL DOWN DRAFTS IN THIS CANYON LIMIT YOUR FLYING ABILITIES. TIME YOUR JUMPS AND WALL RUNS PERFECTLY TO MAKE SURE YOU DON'T HAVE TO START ALL OVER.





On this ledge, move to the waypoint and follow the on-screen instructions to tip over the log, knocking loose some of the cliff face to reveal some red and green vines. Quickly climb the sections of red vines, then swiftly double-jump to the right, grabbing hold of the firmer green vines.



Continue climbing to the right and let go of the vines to drop down to the ledge. Jump down to the ledge on the opposite side of the canyon, then run straight, dropping off of the ledge into the clearing below.



As you reach the clearing, Shadow Apes emerge from the surrounding caves. Use Terrador's Sentence and Dragon Dance to deal with them. Several waves of them attack as others fall. Once you've defeated all of them, the Hermit approaches Spyro and Cynder. Far from being helpful, the Hermit reminds Cynder of her servitude to the Dark Master, and then retreats to his cave, but not before Sparx manages to lift the key to the Supply Cave.

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Before leaving, move to the right and climb the vines to reach the Save Point on the ledge above.



Once you've saved your progress, turn to the right to view the Hermit's Camp in the opposite wall. Hugging the canyon wall on your left, run and double-jump, then wall run to reach his cave. Step inside to open the chest within to get Spyro some brand new Increased Fury Power bracers, then exit the cave and drop back to the canyon floor.



Move to the opposite corner of the canyon floor to find and destroy a Blue Spirit Gem. Move to the right, stopping at the edge.



Climb the vines on your left up to the highest point.



Double-jump and glide to the left, grabbing the red vines.

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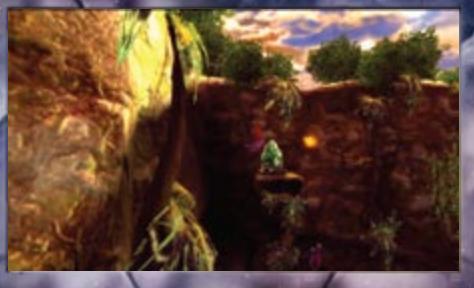
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Quickly double-jump up, then glide to reach and destroy the Green Magic Crystal on the ledge here. Return to the canyon floor.



Head back toward the river and enter flight, following the river as it winds downstream until you reach the cave where you first entered the canyon. Enter the cave to return to the Valley of Avalor.

THE SUPPLY CAVE



As you re-enter the valley, run up the path and cross the river, flying diagonally across to the opposite bank toward the tall waterfall in the far distance.



As the path splits to the left and right, stop at the fork to find the Blue Spirit Gem tucked behind a stand of trees against the rock face.



As you turn around, you should be able to barely make out the Supply Cave straight across the glen.



As you cross the glen, a pack of Winged Groblins and an Axe Orc ambush you. Use the techniques from previous encounters to take them out before continuing to the Supply Cave entrance. Follow the on-screen instructions to open the gate and find a pile of Adamantine Orbs within.

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Grabbing an Adamantine Orb prompts you to find the raft, but there are a few more things to find first. Double back the way you came, moving straight out of the glen and into the field beyond. Follow the river bank here, crossing four smaller streams.



As you cross the fourth stream, veer left and up the grassy hill to reach a set of ledges. When you reach the lowest ledge, drop the Adamantine Orb. Climb up to the second ledge, turning to face the waterfall.



Wall run to reach the next ledge...



...and double-jump up to the following ledge.



Jump out to the left, grabbing the vines.



Use the vines to make your way up the cliff, until you reach the ledge above.



Move to the left to find a chest containing an Increased Defense helmet for Spyro.

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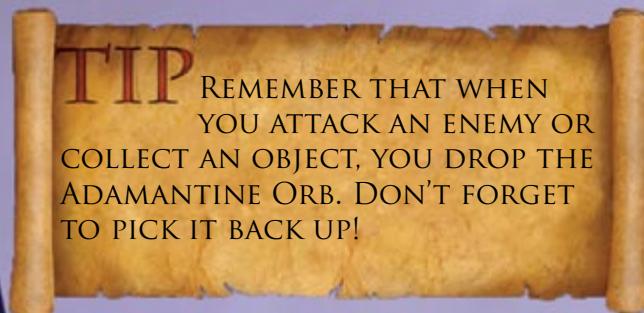
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From here, turn around and fly out of the cave, veering hard left and picking up the Adamantine Orb you left behind moments ago. Continue up the hill, taking a left around the set of trees to find and destroy a Blue Spirit Gem.



Pick up the Adamantine Orb again and turn around to face a large butte with a Blue Spirit Gem atop it and one below it. Move down the hill to smash the lower Blue Spirit Gem. After doing so, pick up the Adamantine Orb and carefully double back, turning to your left (Spyro/Cynder's right) as you come to the corner of the butte's base.



Move up the hill to the large cliff face ahead. Hugging this wall, follow it to the right, and then as it wraps around to the left to find a small ledge in the corner of the rock wall. Double-jump onto the ledge, then double-jump again to reach the vines on the left-hand wall.



Climb the wall while carrying the Adamantine Orb.



At the top, jump to the right, grabbing the vines on the adjacent wall.

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Move to the edge of the vines, and wall run to the ledge on your right.



Double-jump up to the small ledge, then jump and grab the vines overhead.



Crawl to the right until you reach the end.



Double-jump to the right to reach a small cliff.



Drop to a second cliff below this one and drop the Adamantine Orb on the Pressure Plate here to open the gate...



...and smash the Green Magic Crystal within.



Exiting the small alcove, move to the long cliff face in the backdrop. Hugging this wall, double-jump and enter flight from the cliff's edge. Follow the wall as it juts left, using it to keep you aloft as you fly to the top of the butte to get another Blue Spirit Gem.



Looking out across the valley, spot another butte rising from the central island, directly across from you. Perform a well-timed double-jump and enter flight to reach the top of this butte.



Smash the Blue Spirit Gem atop the highest platform of the butte...



...then move to the left, dropping down to the steppe below to smash a Green Magic Crystal.



From here, fly downstream, veering sharply to the right to reach the far bank and return to the Supply Cave. At the cave, use Spyro and Cynder to grab an Adamantine Orb each, exit the cave, and take a right to move out of the glen.

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Cross the river to reach the central island. Travel across this narrow section of island, then jump out over the river fork on the right. You automatically take flight over water, even with the Adamantine Orbs.



Continue upstream for a bit, looking for a small wooden ramp along the right-hand bank. Turn sharply to the right, landing on the low end of the ramp.



At the top of the ramp, take a left and follow the bank downstream, crossing the over the log bridge. Move into the stand of trees on the left, stopping to shatter the Blue Spirit Gem.



Continue on the wooded path, veering left as you reach a steep ledge. Use the platform to reach the ledge above, destroy the Blue Spirit Gem in the clearing, and then double back to the lower section.



As you reach the lower path, hug the ledge as it leads to the cliffs ahead, following them as they cut in to the left. Using the vines here, climb up to the highest point and wall run to clear the small ledge on your right.



Continue along the bank to find the raft ahead on the right. As you approach, Winged Groblins and Axe Orcs emerge. Drop the Adamantine Orbs and defeat them.



Now, pick up the Adamantine Orbs and drop them on the Pressure Plates here to lower the raft.



BRING THE RAFT TO MEADOW



Before dealing with the raft, move to the edge of the dock, cross to the opposite bank, and smash up the last Blue Spirit

Gem in the left corner, amongst a group of trees. Then, fly to the raft and follow the on-screen prompts to grab hold of it with Spyro or Cynder.



Switch to the other dragon and begin flying upstream to tow the raft. Pass the first water gate. As you reach a second water gate, Winged Groblins and Axe Orcs spring from the ground.

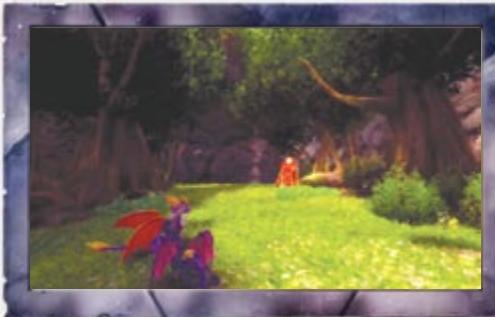
VALLEY OF AVALAR

TIP

THE RAFT HOLDS POSITION HERE, SO MAKE SURE THAT YOU GET BOTH CYNDER AND SPYRO IN THE FIGHT.



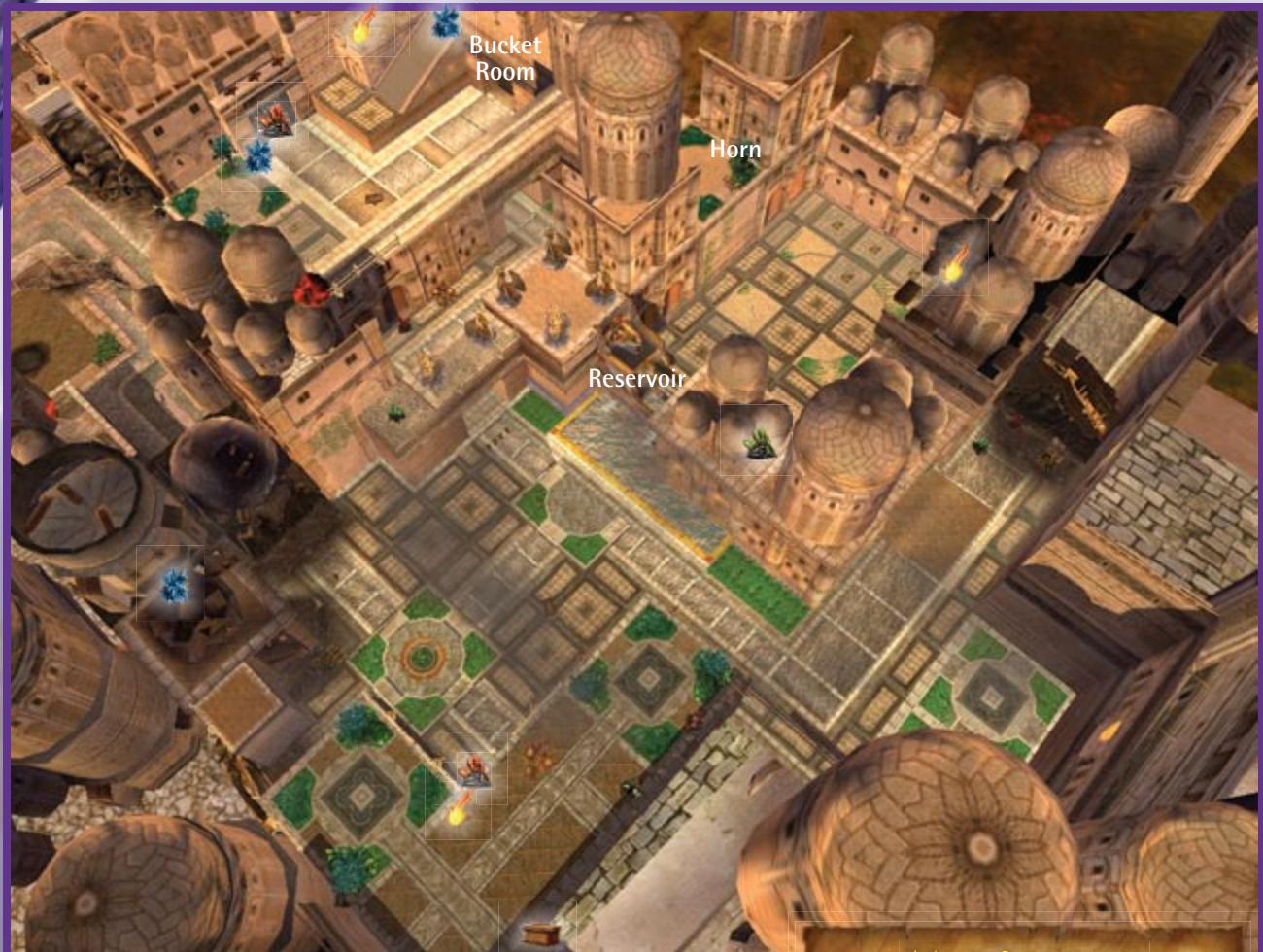
Let go of the raft and move ashore to do battle. Once the enemies have been eliminated, run up the river bank and find the Drum Wheel near the water's edge. Use it to retract the water gate before once more securing the raft to continue upstream, following the river to the cave where you left Meadow.



Returning to the village with Meadow, Spyro and Cynder find themselves well received by the Cheetahs and their chief, who releases Hunter and grants our heroes safe passage to the Dragon city, Warfang. Hunter escorts Cynder and Spyro to the entrance to the passage, offering them the opportunity to further explore the Valley of Avalar. If you wish to do so, just return to Hunter when you're ready. If you're ready to go now, approach him and follow the on-screen prompts to continue to Warfang.



DRAGON CITY



After departing the Valley of Avalar, Spyro, Cynder, and Hunter make haste to reach Ignitus at Warfang, the Dragon city.

Approaching through the secret tunnels below the city, tremors in the earthen walls suggest all is not well in Warfang. Rushing to the surface, Spyro and his companions find the noble city under siege from Malefor's army, and the battle is quickly tilting in the Dark Master's favor. Hoping to help turn the tide, our heroes rush to the aid of Warfang and its inhabitants, but are quickly separated in the chaos.

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With the Mole soldiers trapped in the burning building, there's no time to lose. The bar in the lower right-hand corner indicates how close the Moles are to perishing in the fire. Grublins emerge to slow your progress. Do battle if you wish, but it's best to get moving.



Quickly take flight to get out of reach of the Grublins as you turn about, passing a broken pillar on your right and following the path between the castle buildings as it curves right and then left.



Move through the archway on your left.



As you enter this courtyard, veer sharply to the left to find a Green Magic Crystal tucked into a small alcove.



Head back into the courtyard, taking a right to find a Drum Wheel in the corner, just below the reservoir. Begin turning the wheel to lower one of the aqueducts to fill the reservoir. Grublins emerge to slow you down, so stop long enough to deal with them. Then continue turning the wheel until the aqueduct is in place.



With the reservoir full, take flight and double back to the Moles in the burning building, passing them on your left and finding an archway in the opposite wall. Follow the path to the right and back to the left to enter another large courtyard.



Find the lever on the right, just to the right of the large gate. Groblins appear shortly after you open the gate, so it's up to you if you want to defeat them. Enter the chamber and grab a bucket with both Spyro and Cynder. Take flight and return back to the main courtyard where the Moles await your rescue.

CAUTION

TIME IS OF THE ESSENCE HERE, SO DON'T GET DISTRACTED BY ANY BLUE SPIRIT GEMS OR OTHER ITEMS YOU MAY SEE. SAVE THE MOLES FIRST. YOU HAVE PLENTY OF TIME TO GRAB THESE ITEMS LATER.

Staying in the air, move over to the reservoir. Spyro or Cynder automatically fill the bucket. Switch to the other dragon and move over the reservoir again, then fly to the burning building. After the first dragon, dump the water, switch dragons once again and repeat. You still need another two or three buckets of water, so fly back to the chamber with the buckets. Return once more to the reservoir to fill the buckets before flying to the burning building to dump their contents.

TIP STAYING IN THE AIR AS YOU MOVE BETWEEN GETTING BUCKETS, FILLING THEM, AND DUMPING THEM OUT KEEPS YOU OUT OF REACH OF THE GRUBLINS AND CROSSBOW ORCS THAT EMERGE TO STOP YOU. STOP TO FIGHT IF YOU WANT TO, BUT KEEP AN EYE ON THE DAMAGE METER FOR THE HOUSE.

DRAGON CITY

TIP WHEN FIGHTING CROSSBOW ORCS, USE CYNDER'S SHADOW STRIKE TO KNOCK THEM IN THE AIR, AND THEN USE STRONG AIR ATTACKS WHILE THEY'RE SUSPENDED.



With the Moles saved, the celebration is cut short by Malefor's continued assault of the city. It's up to you to help get reinforcements to the ramparts. Before you get started, let's grab a few items. Move to the left of the once-burning building, and use Cynder's Shadow Strike to slip under the metal gate to reach the Red Life Crystal within. Use the Shadow Strike to get back out as well.

TIP IF YOU RUN OUT OF MANA WHILE BEHIND ONE OF THESE GATES, USE THE LEVER TO OPEN IT UP.



As you get past the metal gate, move left and use a well-timed double-jump to grab the vines on the broken pillar on the corner. Then climb to the top.



Follow the balcony, stopping to use Spyro's Dragon Fire breath attack to light the torch on the right, near the bannister. Next, use Cynder's Shadow Strike to slip beneath the metal gate on the left, in the far corner. Use the lever to open the gate, allowing Spyro to enter and help open the chest containing Increased Attack Speed tail armor for Cynder.



Exit this chamber and continue following the balcony to its end. Double-jump and glide to span the gap here and reach the Blue Spirit Gem on the rooftop ahead. Jump off of the roof to reach the main courtyard again.

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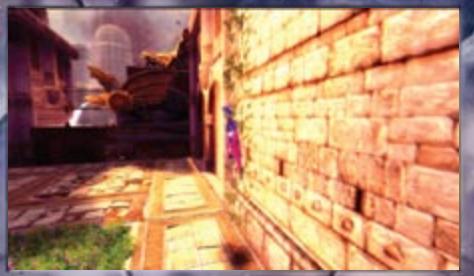
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Follow the path to the right that leads to the aqueduct controls. As you are passing under the archway, note and move to the vine-covered wall at the back of the courtyard. Climb to the top to find a horn similar to the one you found in the Catacombs. Have Cynder step behind the mouth of the horn and use her Cyclone breath attack to sound the horn, lowering a platform across the courtyard.



Jump back down to the courtyard to reach the now lowered platform and use Spyro's Dragon Fire breath attack to light the torch.



Leave this courtyard, making your way through the main courtyard, past the once-burning building, to return to the courtyard where you picked up the buckets earlier. This time eliminate the small batch of Grublins that emerge. Follow the lower path here as it cuts back and to the left to find a Blue Spirit Gem next to a gate that blocks in a Red Life Crystal. Shatter the gem before jumping up to the short ledge.



Climb the stairs, shattering the Blue Spirit Gems on the landing above before using Spyro's Dragon Fire breath attack to ignite the neighboring torch.

DRAGON CITY



This final torch lowers the large gate below, so drop down to the courtyard below and grab the now-accessible Red Life Crystal. Move back up the steps once more, making sure to save your progress using the Save Point at the top of the second flight of stairs.

Continue up the third staircase, to the right of the Save Point. As you enter the small courtyard at the top of the stairs, turn left and use the lever to open the gate to your right. With the gate open, follow the Moles through the gate and up to the ramparts, where you find a Artillery Mole in dire need of your assistance.





Before rushing to the aid of the Mole on the catapult, turn around and run back to find the Blue Spirit Gem at the top of the stairs that brought you to the ramparts.



Once you've shattered it, run down the ramparts to the center where the Mole and catapult are being assaulted by Groblins. Before taking on the Groblins, go to the rear of this central section of the ramparts to find and smash a Blue Spirit Gem in the right-hand corner.



Now, move to the catapult and fend off the Groblins that are battering the sides of the catapult.



Waves of them continue to emerge to destroy the catapult. You can use the small compartment at the back-left section of the catapult to effect repairs.

NOTE

THE GAUGE THAT APPEARS IN THE RIGHT-HAND CORNER REPRESENTS THE HEALTH OF THE CATAPULT. KEEP AN EYE ON IT AND MAKE REPAIRS WHEN NECESSARY.



When the Artillery Mole asks you to reload the catapult, move to the rear of the central rampart and use the lever to reload.

TIP

MAKE SURE THAT THE CATAPULT IS IN GOOD REPAIR BEFORE LEAVING IT UNATTENDED.

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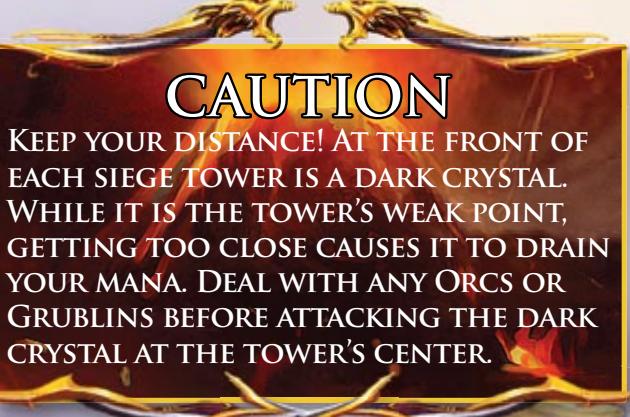
SECRETS & EXTRAS



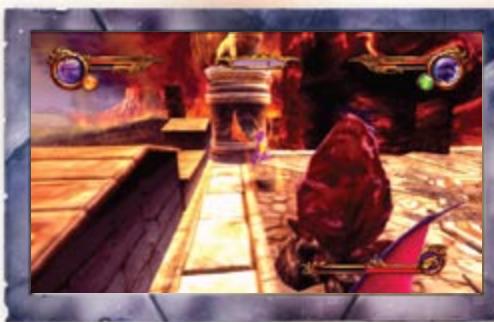
With the catapult reloaded, the Artillery Mole scores a direct hit, toppling a siege tower, but not before another tower reaches the ramparts on the right. Dash right along the ramparts to face the attackers on the large landing. A mixed force comprised of an Hero Grublin and Goblins arrives. Use Cynder's Shadow Strike on the Orc and Terrador's Sentence on the Goblins.



Once you've dealt with the enemy foot soldiers, move to attack the dark crystal at the tower's center. Once the tower is destroyed, an enemy catapult round strikes the central rampart, sending the Artillery Mole flying to the opposite end of the rampart. Before moving to assist him, backtrack a bit to destroy the Green Magic Crystal, and then return to the catapult.



Make repairs on the catapult before continuing to the left on the ramparts where you find the Artillery Mole. Fend off the Goblins that emerge to harass him. He'll move down the ramparts. Continue to deal with any other foes that get in the way until you've escorted him safely back to the catapult.



Stop for a moment and shatter this Red Life Crystal, then return to the Artillery Mole.





Back at the catapult, move to the lever and reload the catapult right away. More Groblins emerge to batter the catapult. Eliminate them and repair the catapult as needed.



Before long, a siege tower docks with the rampart on the left. Move to defend, using the same tactics that you employed against the previous tower. Once the Groblins and Orcs have been dealt with, focus on destroying the tower's dark crystal to topple the tower.



Return to the catapult to reload it. A Crossbow Orc emerges to slow you down, so eliminate him before using the lever.



Once you've reloaded the catapult, two siege towers dock simultaneously—one at each end. You can start on whichever you prefer, but use the techniques employed on the previous towers to topple these final two siege engines. Just make sure to repair the catapult when necessary.

With the siege towers eliminated, scurry back to the catapult to reload it, dealing with the groups of Groblins that attempt to stop you. With the catapult reloaded, the Artillery Mole

scores a critical hit against the enemy's battering ram, stopping it from knocking the main gate wide open. One of Malefor's Trolls is quick to remedy this situation, smashing through the gate and entering the main courtyard.



Move ahead, veering left over the rubble to descend a set of stairs. Drop into the courtyard below.

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There are three Blue Spirit Gems here. Find the first one in the collapsed tunnel off the main courtyard, next to a chest containing the Increased Melee Attack Damage helmet for Spyro.



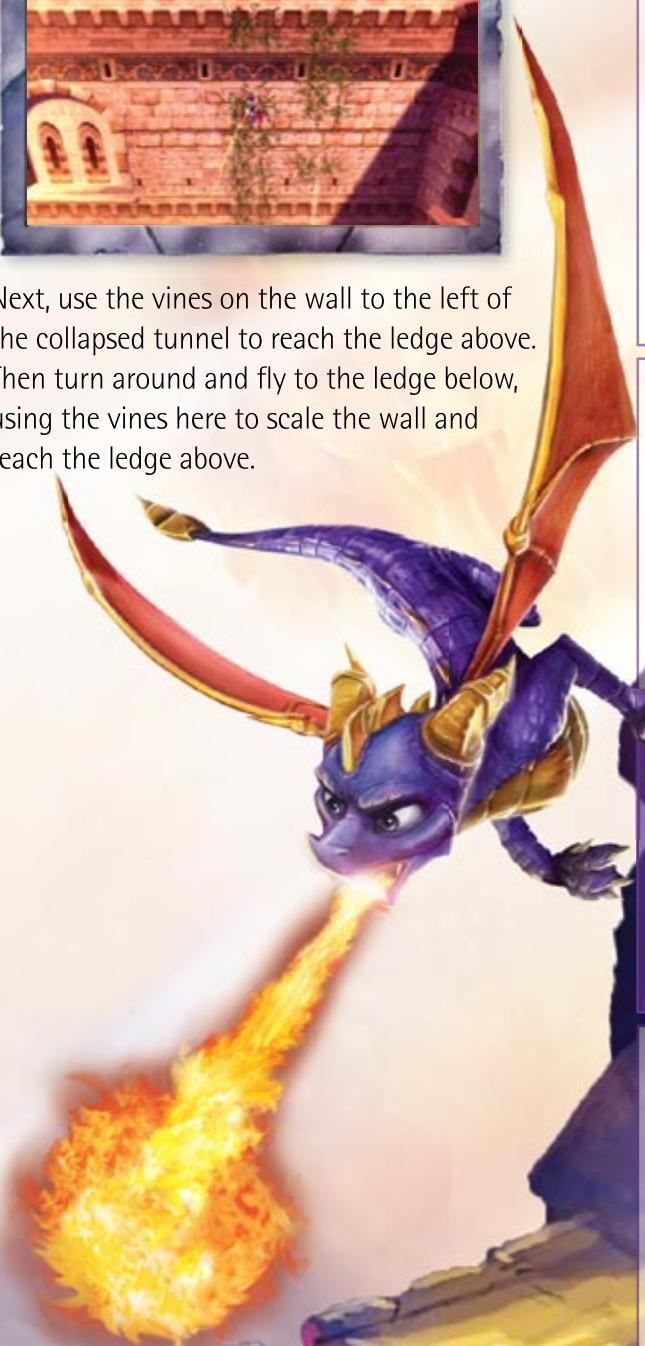
The second one is on the remains of a ledge on the opposite side of the courtyard from the tunnel where you found the last one.

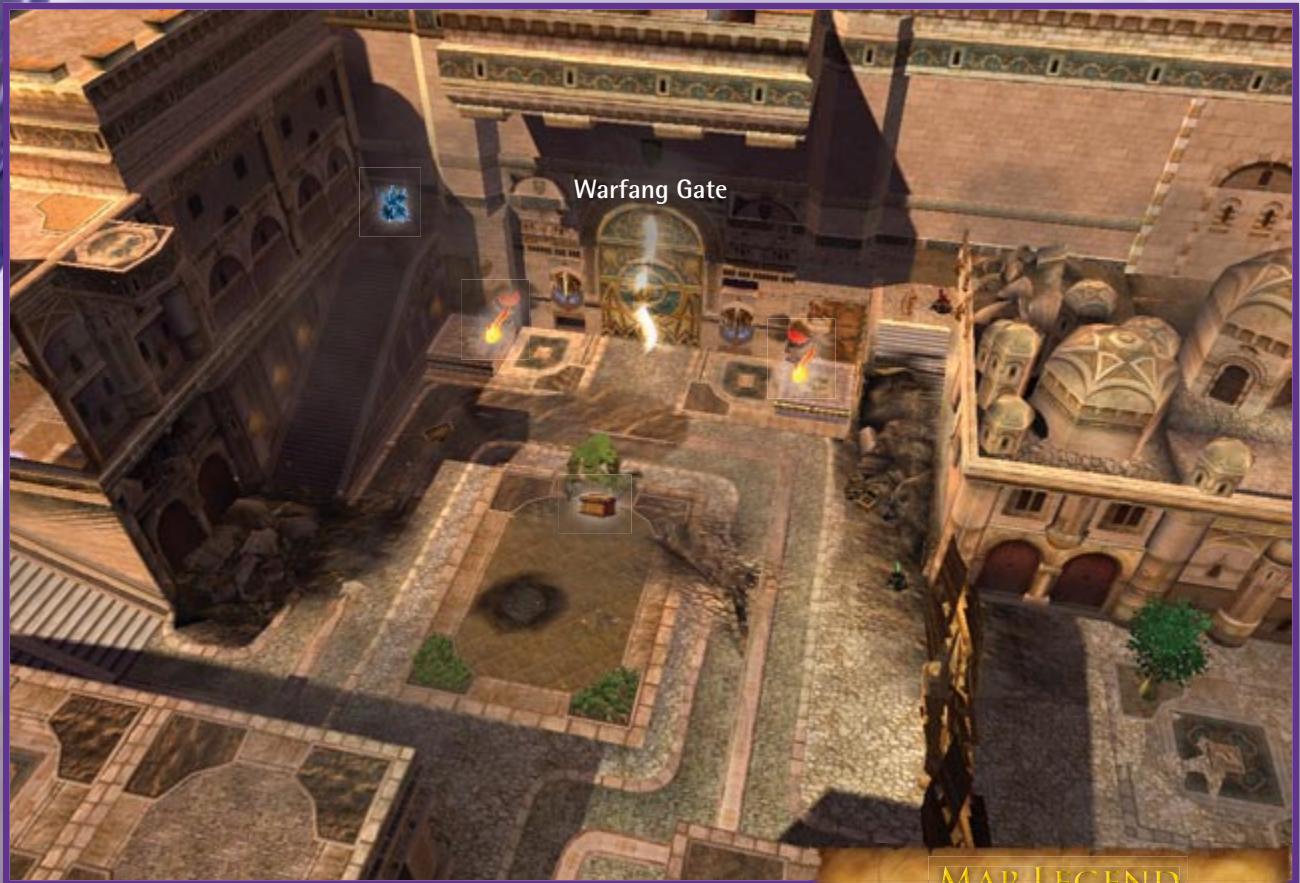


The third one is on the ledge just above this.



Next, use the vines on the wall to the left of the collapsed tunnel to reach the ledge above. Then turn around and fly to the ledge below, using the vines here to scale the wall and reach the ledge above.





MAP LEGEND

- | | |
|--|---|
|  Blue Spirit Gem |  Torch |
|  Chest | |



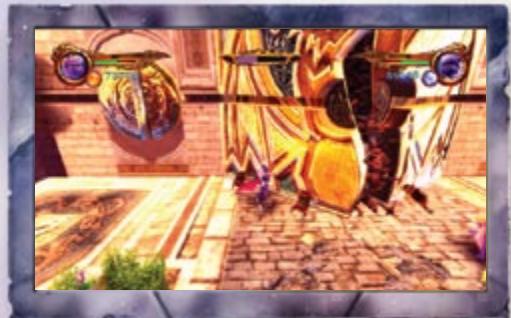
Drop into the main courtyard to face off against the Troll. Use an alternating combination of Spyro's Lightning Bolt breath attack and his strong attack.

Take a moment to fly up the stairs on the left. Use Cynder's Shadow Strike to slip under the metal gate to destroy the Blue Spirit Gem within.

TIP THE LIGHTNING BOLT BREATH ATTACK STUNS TROLLS. ZAP THEM JUST AS THEY PREPARE TO STRIKE AND THEY HAVE TO RESET.



The Troll's fall puts out the two torches that maintain the magical seal that binds the main gate to the city shut. The gate budges, allowing a few Crossbow Orcs and Grublins within the castle walls. Quickly use Spyro's Dragon Fire breath attack to re-ignite the torches to the left and right of the gate, and then deal with the Orcs and Grublins.



Once you've defeated the intruders, move to either of the waypoints on the gate's double doors, following the on-screen instructions to push the door shut.



After you defeat the Troll, this chest appears, containing the Increased Chance to Combo helmet for Cynder. Grab it after you've managed to shut the gate for the first time. If you don't get it then, you may not get another chance.



Once you've shut the door, it begins to slip open again. Move to the waypoint at the door's center and follow the on-screen instructions to push the door shut once more. Hold position at the center of the door, prepared to push it shut two more times as the magical seal forms again. With the gate sealed and the enemy on the run, our heroes begin to rejoice. Their enthusiasm is cut short when the Golem once more rears its ugly head before burrowing beneath the city.

ATTACK OF THE GOLEM



MAP LEGEND

	Green Magic Crystal		§ Save Point
	Red Life Crystal		Chest



With the Golem inside the walls of Warfang, Ignitus and the rest of the dragons take to the skies to defeat the lumbering monster, imploring Spyro to take shelter. Spyro, of course, has other plans. In this courtyard, you find yourself to the rear of the Golem. You don't have its full attention, but you do have to contend with its tail as it thrashes it about and slams it against the ground. In addition, several waves of Axe Orcs burst forth from the cocoons in the left corner. Use Spyro's

Lightning Bolt or Cynder's Shadow Strike attacks combined with strong attacks to deal with the Axe Orcs,

while using the Snake Skill maneuver to dodge out of the way of the Golem's tail.



Make sure to grab the Red Life Crystal under the overhang on the right side of this courtyard.

ATTACK OF THE GOLEM



After the third wave of Axe Orcs emerges, a waypoint appears in the left corner. Dispatch the Axe Orcs and move to the waypoint, following the on-screen instructions to push over a collapsed wall section, forming a makeshift bridge.



Use the Save Point here, then proceed up the steps, moving into the courtyard ahead. Take your first left to find a Green Magic Crystal tucked into a corner. Destroy it, then continue into the main courtyard.



The Golem's strike has trapped you in the courtyard. Luckily, you've got some Axe Orcs to keep you company. Defeat them using Spyro's Lightning Bolt or Cynder's Shadow Strike, along with some strong attacks. As you defeat the final group, three more emerge in front of the

barricaded gate. Volteer gives them the shock of a lifetime when he blows open the gate, allowing Spyro and Cynder to join him atop the stairs, barely missing another tail strike from the Golem.



Continue up the stairs to reach the balcony. Open the nearby chest to grab the Increased Elemental Attack Damage helmet for Cynder. Use the Save Point here, then follow the balcony to the right, entering the building through the large hole in the wall.



As you enter the room, the Golem notices Spyro and Cynder. With nowhere to go but up, follow the stairs to the second floor of the building. Move towards the center of this floor cautiously. The Golem will slam its fist down. When it does, use your breath attacks and strong attacks to damage the dark crystals along its hand. The Golem retracts its hand, slamming it down with an open palm, just slightly to the left of center. Focus on the dark crystals while the hand is down. The Golem repeats this pattern.



Once you've hit the Golem's hand about twelve to fifteen times, the Golem recoils in pain, lowering its head into a gap in the third floor above you.



Use the vines on the wall to your right to climb to the stairway to reach the third floor.



Move to the Golem's head and use strong attacks to damage the dark crystals in the Golem's exposed neck. About five or six strong attacks should destroy the dark crystals here, shattering the Golem's jaw.



Terrador strikes in this moment of weakness, but the Golem recovers, wounding the Guardian Dragon and leaving it up to you. The key here is jumping across the gap in the section of floor on the left. The Golem uses its breath to blast you off course, sending you back down to the second or even the first floor, meaning you have to make your way back up. Time it right and you'll make it across the ledge.



ATTACK OF THE GOLEM



Once on the ledge, the Golem smashes the floor here. Stay clear, then move in and use strong attacks on the dark crystals on its hand. After another twelve to fifteen strong attacks, the Golem recoils once more, lowering its head into the gap on the fourth floor above.



Use the vines along the left wall to reach the fourth floor. Once there, move to the Golem's head and strike the dark crystals in the left side of its exposed neck.



After four to five strong attacks, the dark crystal on the Golem's neck shatters, causing the Golem to lose its grip. It recovers and continues to scale the building. Double-jump and enter flight to clear the gap on the right, following the stairs up to a balcony.



Use the vines here to reach the roof. Ignitus attempts to finish the Golem, but is knocked aside, leaving Spyro and Cynder to face it.



The Golem opens with a breath attack, blowing Spyro and Cynder into the air. Glide back down to the ground, staying just left of the courtyard's center.

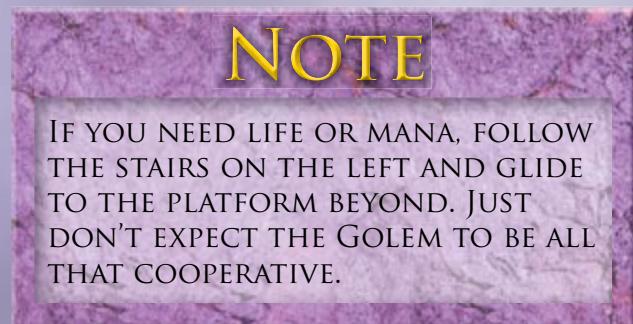




There are five strikes that the Golem uses, depending on where you're positioned. If you venture to the left side of the courtyard, expect either a pounding right fist when you're closer to the Golem or an open-handed slap when you're toward the back. After these attacks, slip in a strong attack or two, being wary of the rubble that erupts from the force of the Golem's blow.



If you venture toward the center, the Golem brings down its left elbow in a powerful blow. It's generally best not to attack it after this attack.



If you stray to the right side of the courtyard, watch for the Golem's left fist to pound you when you're near it. When you're further away, it slaps the ground. Being mindful of the rubble that explodes after these attacks. Move in after the

ATTACK OF THE GOLEM

Golem strikes to use your strong attack to damage the Golem. The Golem repeats this pattern of attacks. Evade its strikes and counterattack until you've damaged it enough.



Once you've wounded it enough, the Golem slips, grabbing hold of the building with its right arm. Quickly move to the arm and press the seize button when prompted. Be ready to press the jump button when it flashes on the screen. Next, prepare to press the weak attack button repeatedly as fast as possible. As Spyro and Cynder scale the Golem's forearm, be ready to press jump when prompted, followed by another press of the jump button. Once you're on the head, you are prompted to rapidly press the weak attack button repeatedly to expose a dark crystal. Once this is exposed, the Golem shakes our heroes back to the courtyard below.

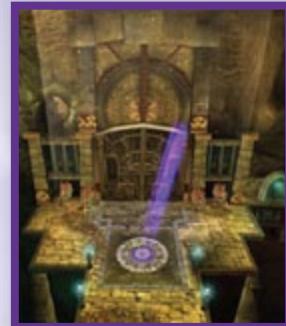


In addition to the attacks you just saw, this time the Golem uses a few different attacks. It begins belching fireballs into the courtyard. Avoid these by moving out of the way. The Golem also uses a powerful double-handed strike, pounding the courtyard. Attack this from the front rather than the sides, as the Golem shifts its paired hands to the left and right. Finally, the Golem also claps its hands together over the courtyard's center. Get to the ground when you see this coming.



Once you've damaged the Golem enough, it once again props itself up on the building's edge. Move to its right hand, pressing the seize button when prompted. Press the jump button when it flashes on the screen. Once more press the weak attack button repeatedly as the Golem attempts to mash Spyro and Cynder into the wall. When prompted, press jump. Press jump again when instructed to jump to the Golem's head. Press the strong attack button once to shatter the dark crystal in its head, destroying the Golem once and for all!

THE RUINS OF WARFANG



Following the defeat of the Golem, the celebration of the citizens of Warfang is cut short as Malefor unleashes his ultimate creature of doom, the Destroyer. With the Destroyer moving too far ahead of our heroes for them to stop it, Ignitus and the Guardian Dragons realize that they must use the tunnels beneath the Dragon

city to try and catch it. In order to pass through, it's up to Spyro and Cynder to open the gates to the Ruins of Warfang so that Ignitus and the rest of the Guardian Dragons can pass through.





THE RUINS OF WARFANG



Starting in front of the gate you need to open for Ignitus, note the four dragon statues that you have to activate. Move straight away from the gate, passing through a Save Point to locate two Blue Spirit Gems at the end of the causeway. Shatter them before returning to the gate.



MAP LEGEND

	Blue Spirit Gem		Save Point
	Green Magic Crystal		Chest
	Red Life Crystal		Lever
	Elite Enemy		Torch



Back at the gate, head to the left, jump off the ledge, and take flight. Powerful drafts in the cavernous ruins guide you to a ledge where water cascades over the side. Find your way onto this ledge.



Follow this ledge as it banks to the left, and jump and glide down to the pillar below to shatter the Blue Spirit Gem that rests atop it.



Drop down the opposite side of the ledge onto a small outcropping. Move to the edge on your right to run down the side of the rock, dropping onto a small plateau below to shatter a Blue Spirit Gem.



From here, double-jump to the left and take flight to reach the vine-covered wall. Grab hold and climb to reach the ledge above.



Next, move to the left edge, double-jumping and taking flight to reach the opposite ledge. Follow this ledge to the left, until you reach the end.





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Jump from the edge and glide down to a broken causeway below to find a Blue Spirit Gem. Shatter it, then move to the rock face at the opposite end, jumping out to fly back toward the plateau where you recently smashed a Blue Spirit Gem. Once again, double-jump and fly up to the ledge across from the plateau.



On this ledge, use the first set of vines immediately to your right to climb the pillar. Use Link Jumps to follow the vines as you ascend the ruins. Once you reach the ledge with a Blue Spirit Gem, stop to smash the Spirit Gem before continuing your climb.



At the top of this set of vines, wall run to the right to reach the neighboring ledge. Follow this ledge as it wraps around to the right, finding a Blue Spirit Gem at the far end. Shatter this Spirit Gem, then double back along the ledge.



Stop at the corner of this ledge. Adjust the camera to look down and to the right to spy a Blue Spirit Gem.



Gliding gets you down to the ledge, but be careful! If you miss your landing, you have to go all the way back around. Once you make the ledge, destroy the Blue Spirit Gem.



Look to the left to find a familiar ledge wall. Double-jump and glide to reach it.



Move to the left side of the edge and look down to see the ledges across the chasm. Double-jump out and glide down to the lower ledge of the ruins.



This time use the vines on the left to climb to the ledge above, where you are met by a group of Shadow Apes. Use Terrador's Sentence or Dragon Dance to deal with them.



Move to the Thorn Gate in the right corner, using Spyro's Dragon Fire or Cynder's Venom breath attack to lower it, shatter the Green Magic Gem behind it, then return to the ledge, following it to the left to reach its end.



From the edge, note the large platform to the right. Double-jump out from the edge to enter flight. Fly toward this large platform, hugging the rock wall on your right.



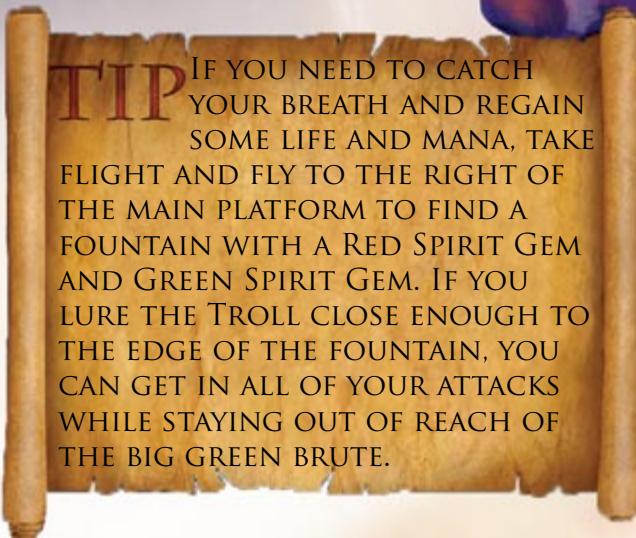
Following the rock wall, adjust your camera to look down to spot a series of small ledges below. Drop down to the second ledge to find a chest containing the Increased Defense helmet for Cynder.



Now, move to the left edge of this ledge, double-jumping and taking flight to reach the large platform to the left.



As you run to the center of the platform, a Troll emerges to stop you. With an alternating combination of Spyro's Lightning Bolt breath attack and his strong attacks, eliminate the Troll.



TIP IF YOU NEED TO CATCH YOUR BREATH AND REGAIN SOME LIFE AND MANA, TAKE FLIGHT AND FLY TO THE RIGHT OF THE MAIN PLATFORM TO FIND A FOUNTAIN WITH A RED SPIRIT GEM AND GREEN SPIRIT GEM. IF YOU LURE THE TROLL CLOSE ENOUGH TO THE EDGE OF THE FOUNTAIN, YOU CAN GET IN ALL OF YOUR ATTACKS WHILE STAYING OUT OF REACH OF THE BIG GREEN BRUTE.



After defeating the Troll, two torches rise at the foot of and near the rear of the platform. Use Spyro's Dragon Fire breath attack to ignite them. This causes a large carving to shift and emerge from a wall back where you came from.



Switch to Cynder and move away from this wall to the edge of the platform. Follow it to the right, double-jump, and take flight.



Fly back the way you came, hugging the wall in the background, until you find the large carved wall. Have Cynder climb the vines here.



Maneuver Cynder to the center of the carving in the rock. Leaving her there, switch to Spyro, making sure that his fire breath attack is enabled. Begin a Chain Swing to spin Spyro around the perimeter of the carved wall. As you pick up momentum, hold down the secondary breath attack button to perform Spyro's Comet Dash while making several full revolutions. As he spins, the flames of Spyro's Comet Dash ignite four torches at four points in the large carved wall.



After successfully lighting these torches, four similar torches ignite on the smaller carved wall atop the large platform. This causes the wall to lower, exposing a set of stairs rising to an altar that's lit by a shaft of pink light.



Fly back to the large platform and climb the steps to find a big pink Crystal Key. Pick it up.



This activates a Wind Tunnel. Jump into it and allow it to carry you back to the main gate where you started.

THE RUINS OF WARFANG

NOTE

PICKING UP THE CRYSTAL KEY ALSO BRINGS A GROUP OF SHADOW APES OUT TO DO BATTLE ON THE LARGE PLATFORM BELOW. FACE THEM IF YOU WISH. IF YOU'D RATHER NOT, JUST HOP IN THE WIND TUNNEL AND LEAVE THEM IN THE DUST.



Jump into this newly formed Wind Tunnel, allowing it to take you to the ruins above. Follow this ledge as it bends to the left. Continue ahead to reach the Metal Gate on the right, next to a barricaded well opening. A group of Shadow Apes emerges from a cave. Defeat them.



Notice that a pink shaft of light emanates from the foot of one of the dragon statues to the left of the gate. Move to it and follow the on-screen prompts to place the Crystal Key at the foot of the statue. This activates another Wind Tunnel above the statues.



If you want to grab another Red Life Crystal and face off with an Elite Enemy, follow these steps. Just know that these steps send you back through to the first section of the ruins, so you'll have to do some backtracking. Start by moving to the left until you reach a second barricaded well opening.



Jump up above the opening with Spyro, holding down the primary breath attack button while using the earth element to form an Earth Boulder.



This shatters the boards and sends you into a tunnel below.



Switch to Cynder and use the Green Spirit Gem here to stock up on mana. Start running down the hall, triggering the spike wall behind you.



When you reach the Metal Gate, use Cynder's Shadow Strike to slip under it, and use the lever to open the Metal Gate so that Spyro can follow.



Continue running to a second Metal Gate. Again, use Shadow Strike to get Cynder under the gate to use the lever.



Follow the corridor as it bends to the left, out of the path of the spike wall, to find and shatter a Red Life Crystal.



Move along the corridor further to reach an opening behind a waterfall. Jump out and take flight.

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Fly away from the wall into the open space and then to the left. Make for the large platform at the end where you battled the Troll.



Another Troll emerges, but this one is an Elite Enemy. Study the Elite Troll's armor, select the matching breath attack, and use the breath attack to knock away the armor. Now use an alternating combination of Spyro's Lightning Bolt breath attack and his strong attacks to eliminate the Troll. Then take the Wind Tunnel back to the main gate. You need to use the Wind Tunnel at the main gate to once more return to the upper levels of the ruins. Once there, follow the ledge to return to where you faced off with the Shadow Apes.



Move to the Metal Gate next to the first well opening and use Cynder's Shadow Strike to slip under it. Pull the lever within. This opens the Metal Gate and lowers a large block with a giant key on the end of it.



Switch to Spyro and use his Lighting Bolt breath attack to activate the nearby Electrical Conduit. When the Electrical Conduit is in place, two blocks in the wall ahead retract.



TIP MOVE FAST HERE! THE ELECTRICAL CONDUIT WILL LOSE ITS CHARGE, AND THE WALL WILL REVERT TO ITS ORIGINAL STATE.



With the blocks retracted, jump up to the nearby platform, just below the key block. Use the vines to climb a bit higher, then jump to the base of the key block, pressing the seize button to grab hold of the anchor on the bottom.



Switch to the other dragon and begin flying to the left to tow your partner along with the key block. Keep towing until you unite the key block with a keyhole block at the end of the track. Once in place, this triggers the walls surrounding another altar on the large platform ahead, revealing the next Crystal Key.



Continue to the left, double-jumping to the large platform. Find the Metal Gate on your right, and slip under it with Cynder's Shadow Strike. Shatter the Green Magic Crystal within, then use Shadow Strike to get Cynder back out.



Move to the platform's altar, climbing the steps or flying up to the top. Pick up the Crystal Key, once more triggering a Wind Tunnel. Double-jump and take flight within the Wind Tunnel to return to the main gate.



Move to the dragon statue on the far left, placing the Crystal Key at its feet.

TIP

REMEMBER TO SAVE HERE!

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With the two statues on the gate's left side taken care of, move to the right of the gate. At the edge, simply jump once, automatically entering a downward glide. Aim for the low plateau to grab a Blue Spirit Gem, then fly up to the main floor platform above, where Spyro, Cynder, and Sparx pause to study a wall carving.

From here, move to the right edge of the main floor and locate the Drum Wheel.



Before using the Drum Wheel, jump out to the right and glide to the nearby ledge where you can shatter another Blue Spirit Gem. Then fly back to the Drum Wheel.

Use the Drum Wheel to begin lowering the platform on the right edge of the main floor. As you lower it, a group of Shadow Apes rush out of a nearby cave to slow you down. Stop to defeat them, then resume lowering the platform.



Once the platform is in place, move to the left side of the main floor to find a pile of Adamantine Orbs at the rear of this floor. Pick one up and run back to climb aboard the now lowered platform.



At the platform's center, find an anchor point and grab hold. Switch to your other dragon and use the chain to begin towing the platform across the expansive gap.



About halfway across, a Shadow Ape emerges on one of the nearby ledges, throwing a lever that extends a section of wall to block your progress. Switch to the dragon on the platform, release the anchor point, and set the Adamantine Orb down on the platform.



Before dealing with the lever to retract the wall, drop off the left side of the platform to find a narrow ledge below that holds a Blue Spirit Gem. Shatter it, then fly back up to the main ledge above.



On the main ledge, locate the vines on the wall in the back right corner. Climb them to reach the ledge above.

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A group of Shadow Apes emerges to aid their friend and keep you from the lever. Defeat this group and then move to the lever in the right corner, using it to retract the wall.



With this obstacle removed, return to the platform and continue towing it across the gap to reach the opposite section of floor. As you step from the platform, a large group of Shadow Apes rush to greet you. Engage them. Once you've defeated them, make sure to pick up the Adamantine Orb, as entering combat automatically causes you to drop it.



Along the back wall of this section are a series of small alcoves. The first is blocked by a Thorn Gate. Use Spyro's Dragon Fire or Cynder's Venom breath attack to lower it, then shatter the Red Life Crystal beyond before continuing right along this main floor to use the small, narrow bridge at the end of this section to cross to another floor.



Once across, move right along the platform, staying close to the outside edge. Stop about midway across, next to a pile of pots and urns. Set the Adamantine Orb down for a moment and smash the pots. With them out of your way, step off the edge to drop down to a ledge below, where a Blue Spirit Gem waits for you to destroy it. Once you've done so, fly back up to the main floor above, making sure to pick up the Adamantine Orb once more before continuing to the right-most edge of the platform.



At the edge are two large Tuning Forks. Set the Adamantine Orb down on the ground and use Cynder's Siren Scream breath attack to fire two bursts of sound waves at each Tuning Fork to extend the first half of a bridge.



Leaving the Adamantine Orb where it lies, run out onto the partial section of bridge, double-jumping and taking flight at its end to reach the platform on the other side.



Here you find two more Tuning Forks, each of which you once again blast with two Siren Screams from Cynder to extend the remainder of the bridge.



With a full bridge in place, quickly fly across the bridge to pick up the Adamantine Orb. Run across the bridge to carry it across the expanse.



Once on the other side, drop the Adamantine Orb on the Pressure Plate in the center of the platform. This lowers the walls surrounding a third Crystal Key altar. This also rouses the interest of a nearby Troll who is quick to investigate, leaping onto the altar and snatching up the Crystal Key in its mouth. Use an alternating combination of Spyro's Lightning Bolt breath attack and strong attacks to eliminate the Troll. As the Troll collapses, it coughs up the Crystal Key.

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Grab the Crystal Key to activate another Wind Tunnel. Double-jump and take flight within its violent winds to ride the Wind Tunnel back to the main gate. At the main gate, set the Crystal Key in place at the foot of one of the dragon statues on the right. This activates another Wind Tunnel just above the two dragon statues on the right.



Take flight within the Wind Tunnel, allowing it to carry you to the upper ruins on this side of the main gate. Once more, a group of Shadow Apes rush out to attack as you reach this platform. Deal with them using moves like Terrador's Sentence or Cynder's Shadow Strike.



While controlling Cynder, move to the left-most edge of the platform, using double-jumps to scale a series of platforms.



Use the vines at the top of the highest platform to climb the wall. Link Jump to the next set of vines above, then wall run to the right, grabbing hold of another set of vines.



Have Cynder climb to the highest point on the vines. Leaving her there, switch to Spyro. Arm his earth element breath attacks, then begin a Chain Swing maneuver. Start by swinging to the left. As Spyro swings back to the right, hold down the primary breath attack button to form an Earth Boulder. This turns Spyro into wrecking ball that smashes into the section of wall that borders the right side of the platform. Crash into the wall twice to shatter it, exposing another set of vines.

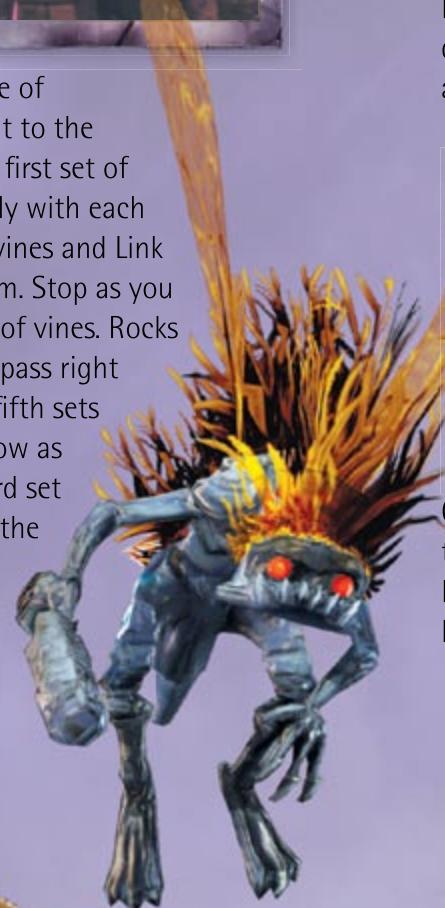




Switch back to Cynder and release from the vines, making sure to press the jump button to stay aloft long enough to reach and grab the newly exposed set of vines. Climb to the top and jump to the platform on your right.



From the right edge of this ledge, jump out to the right, grabbing the first set of vines. Line up evenly with each subsequent set of vines and Link Jump between them. Stop as you reach the third set of vines. Rocks falling from above pass right by the fourth and fifth sets of vines. Move as low as you can on the third set of vines and study the pattern of these falling rocks. Link Jump between them, avoiding the falling rocks.



Continue Link Jumping until you reach the eighth and final set of vines, climbing it to reach a ledge above.



Destroy the Green Magic Crystal here before dropping to the platform below to square off against some more Shadow Apes.



Once you've dealt with the Shadow Apes, move to the left side of this platform and use Spyro's Dragon Fire or Cynder's Venom breath attack to lower the Thorn Gate.

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Step into this alcove, switch to Spyro's earth element, and double-jump and form an Earth Boulder to shatter the ground beneath you. This exposes a chest containing Regenerating Health bracers for Spyro.



Switch to Cynder and then move back out to the main platform, running to the back right corner to begin scaling the vines here. Link Jump to the top and over to the left.



Jump out and grab the vines on the ceiling. Climb out as far as you can with Cynder.



Switch to Spyro and use the Chain Swing to gain momentum before using the Earth Boulder breath attack to once more become a wrecking ball. Strike the large wall on the right twice to smash it.



Have Cynder drop back to the ground and then use the vines at the base of the newly created opening to climb up and through it, descending to the ledge below.



Move down the ledge toward the altar ahead, ducking into the second alcove on your left to shatter another Blue Spirit Gem on your way.



Between the first and second alcove, move to the edge on right. Drop off and glide slowly to the right to find a Red Life Crystal hiding under the ledge.



As you approach the altar, a Shadow Ape leaps to the altar, grabbing the Crystal Key. A huge group of Shadow Apes then rush to defend the final Crystal Key. Take on the Shadow Apes using Cynder's Shadow Strike, Terrador's Sentence, and Dragon Dance.



Once you've defeated the Shadow Apes, pick up the Crystal Key to activate the Wind Tunnel. Now climb the altar to take flight within the currents of the Wind Tunnel.



This returns you to the main gate. Move to the dragon statues to the right of the gate and place the final Crystal Key at the foot of the statue. With the final Crystal Key in place, the gate opens, granting access for Ignitus and the rest of the dragons.

TIP IF YOU DON'T FEEL LIKE DEALING WITH ALL OF THESE SHADOW APES, FOCUS ON THE ONE WITH THE CRYSTAL KEY. DO ENOUGH DAMAGE AND YOU FORCE IT TO DROP THE CRYSTAL KEY SO YOU CAN PICK IT UP.



THE DAM

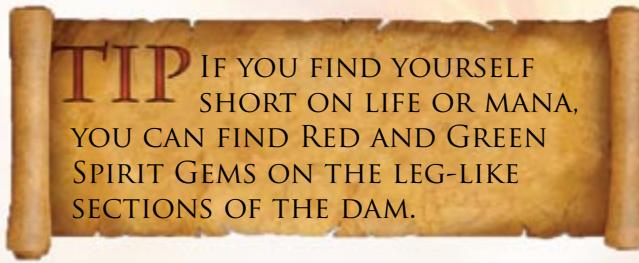
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Passing through the Ruins of Warfang, Ignitus and the other Guardian Dragons find themselves ahead of the Destroyer, but no closer to having the means to stop the lumbering giant as it trudges its way across the landscape. Cynder quickly hatches a plan to release the dam as the Destroyer crosses the river, hoping that the rushing waters will cool the Destroyer's legs enough to slow its progress. As Spyro and Cynder speed their way to destroy the dam, Wyverns move in to slow them down.



Using Cynder's Shadow Strike, slip under the gate. Use the lever along the back wall to open the Metal Gate, then grab an Adamantine Orb in the back left corner of this small room.



Now that you've got the orb, move back out onto the platform, edging over to the left side. Jumping from the left edge, wall run to the left, grabbing hold of the vines here.



With a group of Wyverns hot on your tail, make for the right side of the dam to find the platform with the Metal Gate at the base of the dam. Grab the vines just above the waterline to reach the platform.



Position yourself on the vines and wall run to the left once more, this time landing on the small wooden platform in the corner.



Continue moving to the left until you reach the opposite edge of the wooden platform. Jump out to the left and grab the vines.



Climb upwards, sticking to the left and using Link Jumps when necessary, until you reach another wooden platform above. Jump to the left to reach this platform.



Run to the opposite end of this wooden platform and drop to reach the landing below, where you find a Pressure Plate. Place the Adamantine Orb on the Pressure Plate to unlock one of the dam's release mechanisms.



With the release mechanism unlocked, a group of about four Wyverns appear, hoping to put a stop to your plans. Use Spyro's Ice Spikes breath attack or Cynder's Venom breath attack, along with some well-placed strong attacks, to send the Wyverns packing.



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With the Wyverns out of the picture, move back to the release mechanism. The glowing waypoint on the end of the release mechanism indicates an anchor point, so jump up and seize it. Now switch to your other dragon and begin flying away from the release mechanism, using a towing maneuver to extend the release mechanism until it locks in place, causing the water level to rise.



Move to the left of the landing, dropping to the water between the leg sections of the dam. With the water level up, you can now reach the platform at the base of the dam, between the leg sections, and find a Blue Spirit Gem. Smash it!



Next, fly out to the far left side of the dam. Stop to grab the Green Magic Crystal on the small wooden platform that extends from the right side of the support pillar.



Continue to the platform at the base of the left side of the dam to find a second Metal Gate. Use Cynder's Shadow Strike to slip under the Metal Gate, then shatter the Red Life Crystal in the small chamber before exiting.





From here, double back around to the far right side of the dam. Return to the small chamber at the base of the dam to grab a second Adamantine Orb.



Carry the Adamantine Orb and drop off the ledge toward the water below. Fly back around to the far left side of the dam.



As you reach the dam's left side, hug the wall on your right and grab the vines just to the right and below a small wooden platform that extends from the wall. Climb the vines to the top and jump to the left to reach the wooden platform.



Double-jumping from the left side of the wooden platform, grab another set of vines and begin your ascent, Link Jumping when necessary, until you reach the top.



At the top, jump to the right to reach another wooden platform. Head to the platform's opposite end, dropping to reach the landing below.



Place the Adamantine Orb on the Pressure Plate here to unlock the release mechanism. More Wyverns appear to try and put a halt to your efforts. Use the same combination of attacks from your last battle to put them down.

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With the Wyverns defeated, move to the end of the release mechanism, finding the glowing waypoint that marks an anchor point.



Leap up and seize the anchor point. Switch to your other dragon and perform a towing maneuver to extend the release mechanism.



As the water level rises once more, Spyro and Cynder realize that they need to open the main floodgate if they are to have any hope of stopping the Destroyer.



Before rushing into the main section of the dam, fly back to the right side of the dam. With the water level raised further, you can now reach the wooden platform at the base of the support pillar on the right side of the dam.



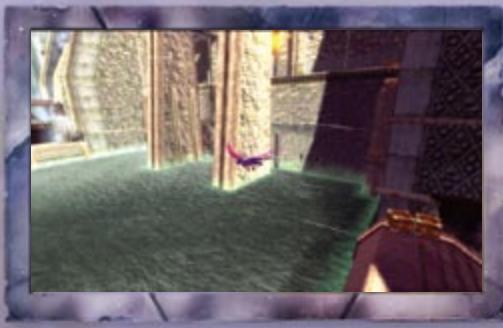
Jump out to the left from the wooden platform, grabbing hold of the vines here. Climb the vines to the top, clinging to the right edge, then Link Jump to the next set of vines on your right.



Continue to scale upward, this time hugging the left edge of the vines. At the top, Link Jump to the vines on the left.



Climb these vines to reach the ledge above where there is a chest containing the Wounds Attacking Enemy tail armor for Spyro.



Now, jump back down to the water level, flying to the central section of the dam. The raised water level enables you to reach the platform here.



Once on the platform, pass through the archway in the center of the wall to reach an elevator.



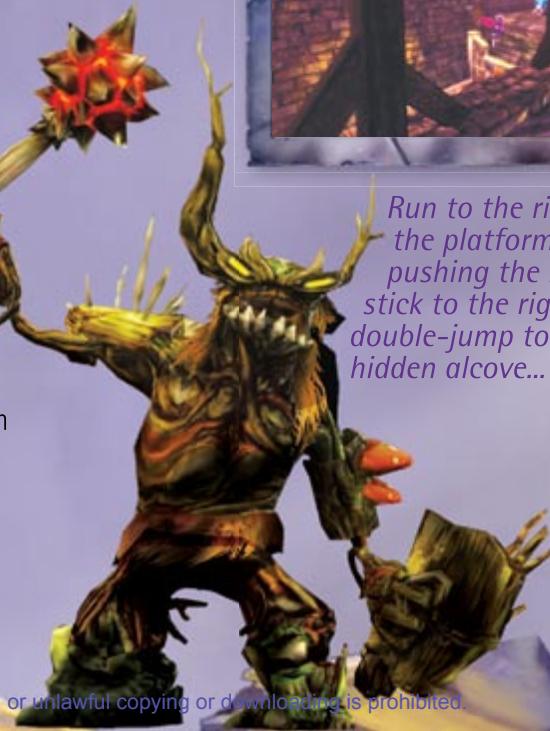
Move to the left side of the elevator and use the Drum Wheel to begin raising the elevator.



Stop just as the elevator platform reaches the base of the first support arch in the elevator shaft.



Run to the right side of the platform. Continue pushing the left analog stick to the right and double-jump to reach a hidden alcove...



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...and shatter the two Blue Spirit Gems that you find.



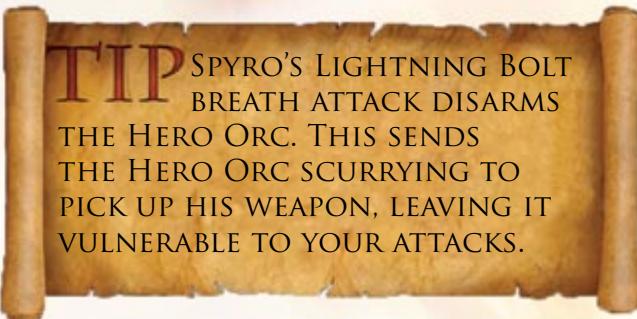
Return to the Drum Wheel on the left side of the elevator platform and continue your ascent until you reach the top. From the left side of the elevator, jump up on the ledge and climb the vines to reach a Save Point.



After saving, move to the edge of the ledge, double-jump to the right, and wall run to reach the opposite ledge. Slip out the door on the left to reach the upper balconies of the dam.



As you step out onto the balcony, the gates close behind you while a Hero Orc and Crossbow Orcs emerge to face you. Use Cynder's Shadow Strike and strong attacks on the Crossbow Orcs. While the Crossbow Orcs reel in the air, use an alternating combination of Spyro's Lightning Bolt breath attack and his strong attacks to eliminate the Hero Orc.



Following your victory, the gates reopen and a chest containing Cynder's Increased Fury Power bracers appears in the center of the balcony. Open the chest and grab them before proceeding through the archway on the right side of the balcony.



Pass through the corridor to emerge on another balcony where a band of Axe Orcs surface to stop you. Defeat them.

TIP REMEMBER, SPYRO'S LIGHTNING BOLT BREATH ATTACK IS A GREAT WAY TO DISARM AN OPPONENT.



Move to the Metal Gate in the center of the back wall and slip under the gate using Cynder's Shadow Strike. Shatter the Red Life Crystal within, then slip back under the gate to return to the balcony.

TIP IF YOU RUN OUT OF MANA AFTER USING SHADOW STRIKE TO GET UNDER A METAL GATE, USE THE LEVER TO OPEN THE METAL GATE.



Scamper over to the back right corner of the balcony to find a series of large slabs of masonry stacked on one another. Double-jump to reach the top of them.



Double-jump up and grab the vines, then climb into the small alcove above, where you find a Green Spirit Gem to shatter and an Adamantine Orb. Grab the Adamantine Orb, then drop back down to the balcony below. Run to the back left corner where you find a patch of vines.



Using the vines, begin to scale the wall, Link Jumping when necessary.

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At the top, move to the left and jump to the ledge. Locate the Blue Spirit Gem and smash it, then continue to follow the balcony to the left. Use the vines on your right to reach another balcony above.



As you reach the center of this upper balcony, an Elite Enemy emerges to do battle with you. Determine which breath attack penetrates the armor of this Elite Crossbow Orc. Once the armor has been destroyed, use Cynder's Shadow Strike and your strong attacks to whittle away at your foe.



Cross the balcony and double-jump to reach the vines on the back wall. Climb and Link Jump as you follow the vines up, to the right, and up again.



As you reach the top of the dam, shatter the Blue Spirit Gem here. Cross to the left side of the dam to reach the main floodgate's release mechanism.



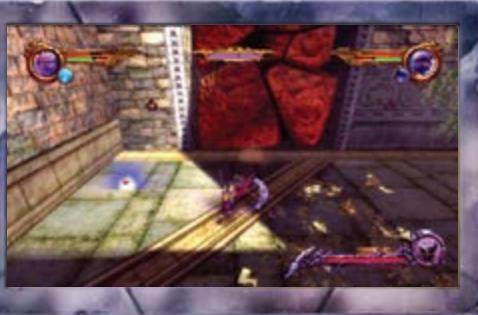
Run to the left, crossing the top of the dam to reach the release mechanism for the main floodgate. Drop the Adamantine Orb on one of the Pressure Plates here to partially unlock the release mechanism.



Move to the left edge of the top of the dam and drop off the edge to reach the balcony where you faced the Elite Enemy.



Run out from the back wall, dropping off the ledge to reach another lower balcony.



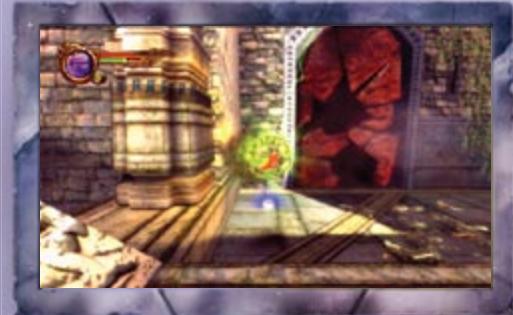
Locate the Adamantine Orb in the back left corner and grab it with Cynder.



Using Cynder, begin scaling the vines on the back wall, climbing up and to the left.



Once you're over the center of the archway below, climb up so that you're just below the ledge of the upper balcony.



Switch to Spyro and equip his earth element breath attacks, then begin a Chain Swing maneuver.



As you swing toward the rubble that fills the archway, hold down the primary breath attack button, forming an Earth Boulder.

THE DAM



Do this twice, smashing through the rubble to find and shatter the Green Magic Crystal beyond.



Once again, climb the vines to reach the upper balcony.



Once more, cross the balcony and double-jump to reach the vines along the back wall. Climb and Link Jump as you follow the vines back up to the top of the dam.



As you reach the top of the dam, cross to the left side to reach the main floodgate's release mechanism.



Drop the Adamantine Orb onto the remaining Pressure Plate to disengage the other lock on the release mechanism.



As the lock disengages, a gang of Axe Orcs and Crossbow Orcs rise from the ground. Use Cynder's Shadow Strike and strong attacks on them while alternating to Spyro to disarm the Axe Orcs with his Lightning Bolt breath attack.



With the threat eliminated, return to the release mechanism. Jump up and grab hold of the anchor point.



Switch to your other dragon and perform a towing maneuver, pulling to the right to extend the release mechanism and open the main floodgate.



With the main floodgate opened, the dam crumbles under the force of the raging waters. The canyon quickly fills with a surging wave of water that crashes into the legs and feet of the Destroyer. Cooled by the rushing river, the Destroyer's legs turn to rock, rendering it immobile. Meanwhile, the dragons prepare to strike!



THE DESTROYER

THE DESTROYER



With the Destroyer trapped in the flooded canyon, Ignitus spurs the dragons to attack the immobilized colossus. Given their smaller size, Spyro and Cynder slip under the beast's hulking form unnoticed, hoping to destroy the dark crystals that give it life.

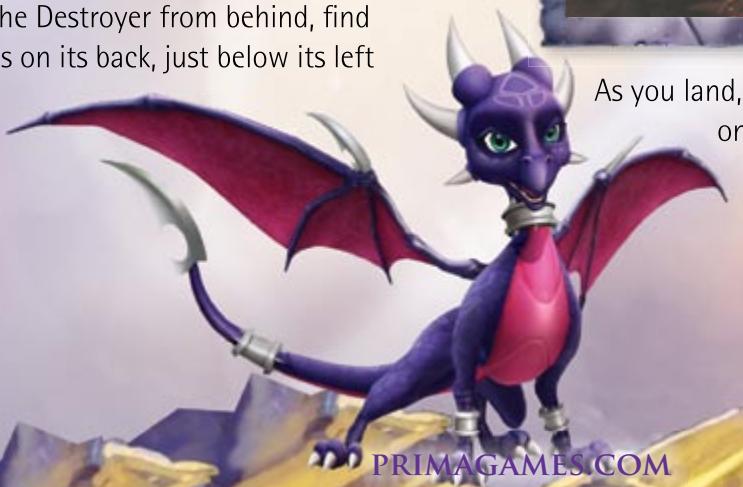
MAP LEGEND	
	Blue Spirit Gem
	Green Magic Crystal
	Red Life Crystal
	Dark Crystal
	Save Point
	Chest



Approaching the Destroyer from behind, find the twin ledges on its back, just below its left shoulder.



As you land, shatter the Blue Spirit Gem on the left-most ledge.





Double-jump to reach the ledge on the right, where you are met by a pair of Crossbow Orcs. Use a combination of Cynder's Shadow Strike and her strong attacks to take them out.



Follow the ledge to the right until you reach the edge, noting the cloud of black smoke that marks a dark crystal along the Destroyer's torso.



Now, move to the dark crystal here and use your strong attacks to shatter it. As the dark crystal explodes, the shockwave causes a portion of the Destroyer's midsection to break away.



Jump out from the ledge and fly over to the dark crystal. Use air strong attacks to destroy it.



From here, turn around in the air and locate the dark crystal along the Destroyer's left elbow. Cross over to it and shatter it.

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From the left elbow, follow the Destroyer's arm up to find a small cave on your right, just above the elbow. Smash the Red Life Crystal within.



Facing the Destroyer's torso, drop from the ledge and cross to the Destroyer's partially submerged right arm.

NOTE

IF YOU WANT TO DESCEND QUICKLY,
HOLD DOWN THE JUMP BUTTON
WHILE IN FLIGHT.



Find the ledge along the Destroyer's right wrist, just above the water, then veer to the right to locate the dark crystal along the inside of its wrist. Destroy the dark crystal.



With this crystal destroyed, turn back toward the Destroyer's body. Use the updrafts that rise from the waters below the head and torso section to fly upward, following the Destroyer's right leg up into the torso area.



As you reach the chest, turn to face the head, noting the series of Climbing Zones that dot the stalactites that descend from the Destroyer's neck and head. Fly over to these.



Grab hold of the Climbing Zone and begin your ascent. Link Jumping when necessary, to find a chest containing Increased Attack Speed tail armor for Spyro.



Turn to face the Destroyer's head, noting the strong downdraft that blasts out from the giant's neck, as this prevents you from crossing over to the neighboring ledge.



Instead, run and double-jump to the stalactite to the left of the downdraft and wall run along it.



Now, exit the wall run, jumping to the right and wall running along the next stalactite on the right.



Finally, exit the wall run, jumping to the left to reach the ledge with another dark crystal. Shatter this crystal to trigger a violent explosion that ripples across the Destroyer's body.



Drop from the ledge and move to the Destroyer's right wrist again. Follow it around to find two Blue Spirit Gems on a small outcropping.

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Cross back and up to the ledges on the back of the Destroyer's left shoulder where you first began. From here, turn to face the torso section.



Jump and fly towards the torso, moving to the right of it and around to locate a series of ledges along the Destroyer's lower back.



As you approach, a group of Axe Orcs and Crossbow Orcs emerge. Reach the ledge and use a combination of Spyro's Lightning Bolt breath attack, Cynder's Shadow Strike, and strong attacks to eliminate them.



With the threat eliminated, find the Blue Spirit Gem on the narrow outcropping along the right side of the ledge and shatter it.



Return to the main ledge and take flight. Fly to the back wall of the ledge, using the heat from the lava flows to lift you to another ledge above.



Shatter the dark crystal that's set into the back wall on this ledge, sending another powerful blast through the Destroyer's body and exposing a dark crystal in its right wrist.



Now locate and destroy the Blue Spirit Gem on the high ridge on your right next to a large lava flow.



Descend to the ledge that extends from the Destroyer's right wrist, where more Axe Orcs and Crossbow Orcs emerge to face you. Use a combination of Cynder's Shadow Strike, Spyro's Lightning Bolt breath attack, and strong attacks to eliminate them.



Take out the dark crystal here to trigger another explosion that sends a large section of the Destroyer's right arm crumbling into the river. This also reveals a Climbing Zone and a Save Point.



Use the Climbing Zone to reach the ledge above. Follow the ledge to the left to scale the Destroyer's right arm and reach its upper torso.



THE DESTROYER



MAP LEGEND

	Blue Spirit Gem		Dark Crystal
	Green Magic Crystal		Save Point
	Red Life Crystal		Chest



Once you reach the upper torso, move to the edge of the ledge, double-jump, and take flight. Turn to face the Destroyer's torso, following the lava flows up to find a dark crystal. Destroy it.

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Continue to move up and to the right to find an upper ledge with a Climbing Zone along the back wall.



On this ledge, move to the left to reach a raised platform just beyond a geyser of lava.



Move to the left side of the platform, adjusting your camera to spot a chest on the ledge below. Drop down and open the chest to pick up the Increased Chance to Disarm bracers for Spyro, then use the Climbing Zone to return to the upper platform.



Run down the ledge here, using the series of ledges to reach and shatter the Green Magic Crystal on the small outcropping.



With the Climbing Zone in the back right corner of this outcropping, begin your ascent and Link Jump to the left and up to reach a ledge above.



From this ledge, jump to another ledge on your right. Find the Red Life Crystal on a lower ledge and smash it.

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Continue to the right, dropping off of the ledge to fly under the Destroyer's heaving head. Stay close to the Destroyer's body as you fly around to the left, finding a ledge on its upper right arm.



Climb the platform at the rear of the ledge, then jump up and grab hold of the Climbing Zone. Follow the Climbing Zones as they wind their way up the Destroyer's right arm.



At the top of the Climbing Zone, jump to the ledge on your left and destroy the dark crystal here. A massive explosion blasts away a huge section of the Destroyer's right arm, revealing another dark crystal set into the rock face.



Drop off the left side of the ledge to reach a platform below.



Move to the left, double-jumping and taking flight to fly towards the rock face with the dark crystal.



Veer out from the wall to steer clear of the four lava geysers that lead up to the dark crystal. They erupt one after the other, starting with the geyser furthest from the crystal. Follow behind them until you reach the dark crystal. Use strong air attacks to hit the dark crystal, but watch for the lava geysers and move away as they approach.



Once you shatter the dark crystal, a large explosion causes another section of the Destroyer's body to break away, revealing a series of ledges and Climbing Zones.



Fly up to the section where you just destroyed the dark crystal to find a newly exposed ledge and Blue Spirit Gem. Destroy the Blue Spirit Gem, then run to the left, dropping to a ledge below where a pair of Axe Orcs rise to meet you. Defeat them and a Save Point appears. Use it.



Pass through the opening beyond the Save Point to emerge on the ledge near where you found the bracers for Spyro a moment ago.



Turn to the left, then jump and take flight, aiming for the right horn on the Destroyer's head.



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As you get close, veer left, using an updraft to rise up over the Destroyer's upper back and neck.



Veer right to land on its back, where a group of Axe Orcs, Crossbow Orcs, and Hero Groblins emerge. Use a combination of Cynder's Shadow Strike, Spyro's Lightning Bolt breath attack, and strong attacks to eliminate them.



Next, run back to the left edge of the Destroyer's back, where you first came up. Save at the Save Point here while noting the two Blue Spirit Gems on the ledge beyond the powerful down draft.



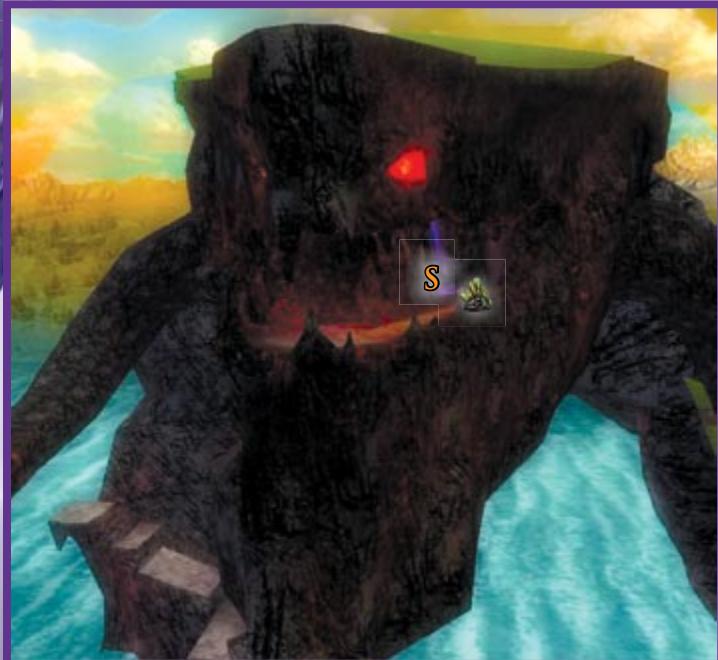
Move down to the edge, hugging the wall on your right. Perform a well-timed double-jump, then wall run all the way across to the ledge to reach and destroy the two Blue Spirit Gems. In order to get back to the Destroyer's back, drop down below, then fly toward its right horn to spiral your way back up.



Once you're on the Destroyer's back again, move to the right to find a cooled lava flow that rises up the Destroyer's neck to the roof of a destroyed building.



Locate the dark crystal at the top of this cooled lava flow and smash it to blow a hole in the back of the Destroyer's head. Enter the tunnel created by the explosion.



Follow the tunnel as it winds its way to the Destroyer's mouth. Stop to use the Save Point.



Follow the path as it wraps around the front of the mouth, stopping to shatter the Green Magic Crystal, before continuing on it to the left and down.



As you enter the throat, Spyro and Cynder immediately take flight, hurtling toward the final dark crystal at the Destroyer's heart. While holding down the block button, use the left analog stick to swerve left and right around the stalactites, stalagmites, columns, and lava geysers in your path.



Once you reach the heart, get as close as you can and use a strong air attack or two to damage it.

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Be sure to move away when the lava below begins to bubble up so that you can avoid the large lava burst that erupts to defend the heart.



Once the large burst of lava subsides, move a bit closer to the heart to avoid a set of smaller lava bursts, then renew your attack on the heart.



Once you've scored enough hits, an explosion rocks the heart as Spyro and Cynder move into another small shaft. Again, hold down the block button and use the left analog stick to swerve left and right around the stalactites, stalagmites, columns, and lava geysers in your path.



When you reach the heart again, get as close as you can to use strong air attacks to damage it.



Make certain that you move away when the lava below begins to bubble up to avoid the large lava burst that erupts to defend the heart.



This time, the smaller bursts of lava erupt before the large burst has completely subsided, so proceed with caution as you renew your attack on the heart.

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Your attacks trigger another explosion, sending Spyro and Cynder into another small shaft. Use the left analog stick while holding down block to dodge to the left and right of the obstacles again.



As you return to the heart, stay clear as the lava erupts around it, then move in and use strong air attacks to damage it. Move away if the lava below begins to churn and bubble to avoid any lava bursts.



Once you've shattered the rock surrounding the heart and the dark crystal is exposed, continue your attack to destroy the dark crystal.



With the final blow struck, the dark crystal explodes. Spyro and Cynder enter a nearby shaft, the explosion of the dark crystal hot on their tails. Press the jump button repeatedly as quickly as possible to keep Spyro and Cynder ahead of the blast as they make their escape.



THE BURNED LANDS



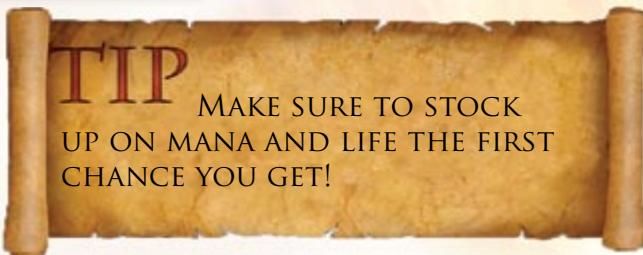
Despite Spyro and Cynder's best efforts, they only succeeded in slowing the Destroyer down to a crawl. With no other options left, they prepare to face Malefor himself. First, however, they must cross the Burned Lands, a desolate strip of land that borders Malefor's Lair. In a final noble act, Ignitus sacrifices himself to allow Spyro and Cynder to pass through the magic wall of fire that surrounds this border. It is then up to our heroes, as they cross the Burned Lands in a desperate race against the crippled Destroyer.



Begin by following the path ahead as it gives way to a lower level, being sure to avoid the lava geyser scattered across the landscape.



MAP LEGEND	
Blue Spirit Gem	Elite Enemy
Green Magic Crystal	S Save Point
Red Life Crystal	Chest



Double-jump to reach the top of the ledge ahead, continuing along the path as it slopes downward to drop you onto another low plateau.



Winged Groblins emerge to face you, so make quick work of them. Then follow the path to the left, toward the Save Point at the top of the plateau.



Suddenly, walls erupt at both ends of this canyon, hemming you in. Winged Groblins, Axe Orcs, and Crossbow Orcs pour from the earth. Use a combination of Cynder's Shadow Strike and her strong attacks to take them out.

TIP THE GREEN AND RED SPIRIT GEMS ALONG THE RISING PATH ARE PRETTY HANDY FOR KEEPING YOUR LIFE AND MANA UP. USE THEM WISELY!



As you defeat this batch, a Hero Orc crawls from the ground, along with a pair of Axe Orcs. Use Spyro's Lightning Bolt breath attack to disarm the Hero Orc, then hound him with strong air attacks as he scrambles to pick up his weapon. Use Cynder's Shadow Strike against the Axe Orcs to keep them off your back while you focus on the Hero Orc.



Once you've defeated the Hero Orc and Axe Orcs, the walls lower. Move back up the path on the left and use the Save Point.

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Now, run to the left and take the path down to the plateau below, following it as it bends to the right. As you reach the center of this plateau, two walls burst from the ground, blocking the exits as several waves of Axe Orcs attack. Disarm them with Spyro's Lightning Bolt breath attack, then use a combination of weak and strong attacks as they try to pick up their weapons. Once you are victorious, the walls lower, and Spyro and Cynder pause to consider the immensity of the task ahead of them.



From the edge of the plateau, jump out over the lava and take flight, flying to the left. Stay to the left side of the lava flow, flying up to the remains of a stone bridge.



Enter the tunnel on the left, following it as it winds its way through the rock to reach a canyon. As you enter this small canyon, an Elite Hero Orc rises from the ground. Use the appropriate breath attack to destroy his armor, then use Spyro's Lightning Bolt breath attack to disarm the Elite Hero Orc before using your standard attacks.





Once you have defeated him, a Red Life Crystal appears at the back of the canyon. Shatter it, and then return to the entrance to the canyon. Scale the Climbing Zone to reach the path above before winding back to the broken bridge over the lava flow.



Take flight from the edge of the broken bridge, veering left to locate the high plateau near in the right-hand fork of the lava flow.



Fly up to the top of the plateau and square off with the Hero Orc and Wyverns here. Remember to use Spyro's Lightning Bolt breath attack to disarm the Hero Orc before using standard attacks. After you fell the Hero Orc, a Green Magic Crystal appears at the center of the plateau for you to shatter. With the Hero Orc out of the picture, turn your attention to the Wyverns, using Spyro's Ice Spike breath attack to eliminate them. When the enemies are destroyed, drop from the side of the plateau.



Follow the right fork in the lava flow around the tall mountain behind the plateau. Sticking to the left bank of the lava flow, find a large shelf jutting out into the lava. Axe Orcs burst from the ground. Use a combination of Spyro's Lightning Bolt breath attack, Cynder's Shadow Strike, and your strong attacks to take care of them.

THE BURNED LANDS



As the last of the Axe Orcs fall, a Hero Orc rises from the ground. Keep him disarmed with Spyro's Lightning Bolt breath attack, then use your strong air attacks as he moves to find his weapon. Defeat him and a chest appears at the center of the plateau. Open it to get the Increased Chance to Combo helmet for Spyro.

NOTE

NOW THAT YOU'VE FOUND THIS, EQUIP THE MATCHING SET TO UNLOCK SPYRO'S FURY BREATH ATTACK. YOU CAN SELECT FURY BY PRESSING THE DIRECTIONAL PAD IN ANY ONE DIRECTION TWICE.



There are three Blue Spirit Gems for you to shatter in this section. Find the first near the center of the island, nestled among some stalagmites.



Find the second along the right bank of the island, across from the broken bridge.

NOTE

IF YOU'RE HAVING TROUBLE FINDING AN ITEM, REFERENCE THE MAP AT THE START OF THIS SECTION.



Find the third along the back wall of the island, just behind the first Blue Spirit Gem.



Double back the way you came along the lava flow, passing the high plateau to reach the large island past the plateau and toward the left.



You can also locate and shatter a Red Life Crystal near the right bank, just a little further upstream from the second Blue Spirit Gem you located.



Move to the left side of the island. As you near the edge, a series of walls burst from the ground, hemming you in as a group of Winged Groblins emerges to battle you.



After you've defeated the Winged Groblins, a pair of Hero Orcs emerge. Keep them disarmed with Spyro's Lightning Bolt breath attack, then use your strong air attacks as they move to retrieve their weapons. Once you've defeated them, the walls lower.



Another group of Winged Groblins burst from the ground. Eliminate them. Continue moving to the left side of the island, veering to the right briefly to locate another Blue Spirit Gem against the back wall.



Move back to the left edge and jump down toward the lava pool below. Follow the lava flow left, flying upstream, over a small waterfall of lava and veering right at the top.



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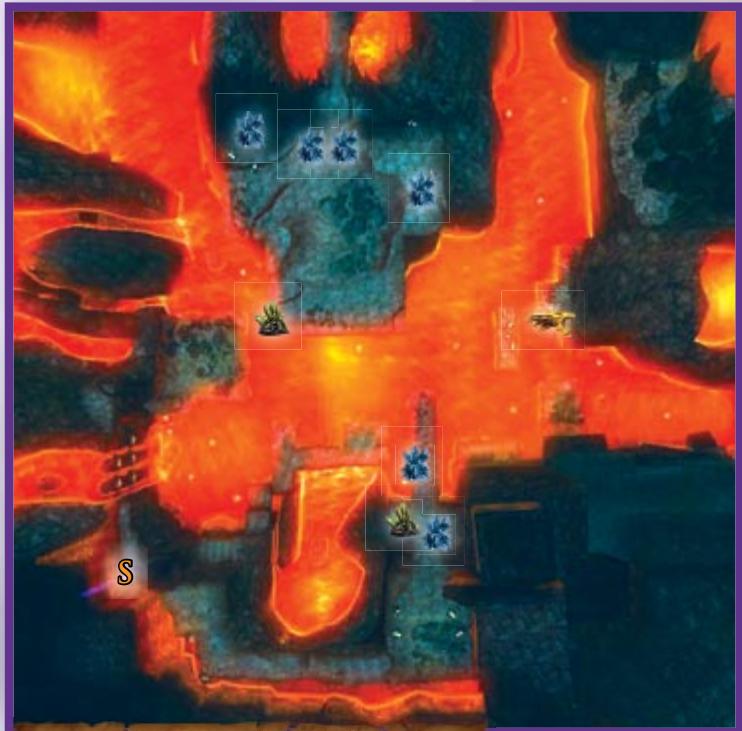
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MAP LEGEND

	Blue Spirit Gem
	Elite Enemy
	Green Magic Crystal
	Save Point



Turn to the right to find a large cavern where a Troll and several Axe Orcs are spoiling for a fight. Jump across to enter the cave and engage the enemy.

TIP WHEN DEALING WITH TROLLS, REMEMBER THAT SPYRO'S LIGHTNING BOLT BREATH ATTACK STUNS THEM. WHILE THEY'RE STUNNED, USE YOUR STRONG ATTACKS TO SCORE A FEW HITS, THEN ZAP THEM AGAIN.

TIP IF YOU FIND YOURSELF IN NEED OF MANA OR LIFE DURING THIS FRAY, MOVE OUT TO THE LARGE PLATFORM IN THE LAVA POOL TO RECUPERATE. THEN JUMP RIGHT BACK IN THE FIGHT.



As you fly into the next area, a panning view of the ledges above show you where you need to go. Now, jump to the large platform near the center of the lava pool.



Once you've defeated the Troll and Axe Orcs, shatter the dark crystal in the bottom left corner of the cavern to reveal a small cave containing a chest. Open the chest to grab the Increased Fury Duration tail armor for Cynder.

NOTE

NOW THAT YOU'VE FOUND THIS, EQUIP THE MATCHING SET TO UNLOCK CYNDER'S FURY BREATH ATTACK. YOU CAN SELECT FURY BY PRESSING THE DIRECTIONAL PAD IN ANY ONE DIRECTION TWICE.



Exit the cavern, flying out over the lava pool and clinging close to the wall on the right. Find a Green Magic Crystal on a small ledge and smash it. Fly back out over the lava pool, settling on the large platform just to the right of the base of the lava waterfall and square off against the Axe Orcs that emerge.



After you've defeated them, move to the waypoint that appears at the back left corner of the platform, following the on-screen instructions to push the large rock into the lava, revealing a Climbing Zone.



Use the Climbing Zones along the lava waterfall to climb up and then Link Jump to the left.



As you reach the far left Climbing Zone, climb up to the top and begin Link Jumping to the right.

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As you reach the far right Climbing Zone, Link Jump up to reach the next section, then Link Jump back to the left, dropping down on the ledge here.



Continue along this narrow path to face off with another set of Axe Orcs.



Follow the ledge to the left, noting the Save Point in the corner.



Follow the narrow ledge as it extends out over the lava pool, shattering the two Blue Spirit Gems you find here.



As you travel along the narrow path, a pair of Axe Orcs emerge to stop you. Use a combination of Spyro's Lightning Bolt breath attack, Cynder's Shadow Strike, and your strong attacks to take care of them.



As you first step out onto the extension, just past the two stalactite pillars, drop off the left side...



...to land on a ledge below where you can shatter a Green Magic Crystal before returning to the lava waterfall to make your way back up to the upper ledges.



Back on the upper ledge, move out on the extension. As you reach the end, double-jump and take flight, crossing over the lava pool to reach the large plateau ahead.



As you cross the plateau, a set of walls burst from the ground, trapping you with two very irritable Trolls. Use Spyro's Lightning Bolt breath attack to stun them. While they're stunned, use your strong attacks to score a few hits, then zap them again.

After you defeat them, the walls collapse and two Blue Spirit Gems rise from the ground. Shatter them.



Now, move to the back left corner, shattering the Blue Spirit Gem that you find.



Cross back to right side of the plateau to find and destroy another Blue Spirit Gem.



Once you've gathered the Blue Spirit Gems, proceed up the narrow path between the tall stalagmites at the rear of the plateau.

THE FLOATING ISLANDS

THE FLOATING ISLANDS



Having survived their passage through the Burned Lands, Spyro and Cynder reach the Floating Islands. Suspended by Malefor's malevolent powers, the Floating Islands serve as the entrance to Malefor's Lair, but our heroes arrive to find the gates firmly sealed.



Before you have a moment to puzzle over how to open the gate, a trio of Hero Groblins spring from the ground to face you. Use Cynder's Shadow Strike to up-end them, then use strong air attacks while they flail through the air to defeat them. With your victory, a Blue Spirit Gem rises from the center of the island. Shatter it.

Return to the gate and use Spyro's Dragon Fire breath attack to ignite the torches to the left and right of the gate. As you light each torch, a dragon head carving in the wall above the gate ignites. There are eight dragon heads in total. With the two you've just lit, that leaves six to find on the outlying islands.

NOTE

THE WALKTHROUGH TACKLES EACH OF THE FLOATING ISLANDS IN A CLOCKWISE FASHION, STARTING FROM THE GATE ISLAND (ISLAND 1). USE THE MAP AT THE START OF THIS SECTION, AS THE GUIDE WILL REFERENCE THE ISLANDS BY NUMBER.



Before moving out to find the remaining torches, fly up along the wall here on Island 1. As you fly alongside the ramparts above the gate, hold down the block button and press right on the left analog stick to get on the parapet. Smash the Blue Spirit Gem on the far end of the rampart.



Mount the wall and find the small series of islands to the left, then take flight to reach Island 3. Shatter the Blue Spirit Gem atop the small section of wall.



From here, fly to Island 2.



From here, turn to the right so that you're facing Islands 4 and 5.



Stop to shatter the Blue Spirit Gem found against the outside corner of the wall section.



Note that Island 4 nearest you has a torch on the raised section of wall, but the torch is encased in a dark crystal. Jump to this section of wall and shatter the dark crystal as quickly as you can to free the torch. Then use Spyro's Dragon Fire breath attack to ignite it.



Now fly to Island 5, aiming for the higher ledge. Shatter the Blue Spirit Gem on this higher ledge.



There's another Blue Spirit Gem on the ledge below you and to the right. Drop down and smash it, and then fly back up to the higher ledge.



Run along the ledge, double-jumping up to the raised platform in the corner. Winged Groblins appear, so take them out before shattering the Red Life Crystal here.



Drop onto the ledge that extends off the right side of this platform to grab another Blue Spirit Gem.



There's yet another Blue Spirit Gem on the lower part of Island 5, at the base of the castle wall.



Fly to Island 6, where a Hero Groblin emerges to stop you. Use Cynder's Shadow Strike to up-end him, then use strong air attacks while he reels through the air to eliminate him.



Locate and ignite the torch at the end of the platform on Island 6.



From here, descend to Island 7, where you face off against a group of Winged Groblins. After you defeat them, recuperate using the Red and Green Spirit Gems.



If you circle around the bottom of Island 7, you can find a small outcropping with a Green Magic Crystal that's ripe for the smashing.



From here, cross to Island 8. Shatter the Blue Spirit Gem on the lower section.



Then fly up to the section of wall here to ignite another torch.

TIP ISLAND 7 MAKES A GREAT RALLY POINT. IF YOU FIND YOURSELF SHORT ON LIFE OR MANA, POP OVER TO ISLAND 7 FOR A QUICK PICK-ME-UP.



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Now descend to Island 9, where a band of Crossbow Orcs rise along the castle wall. Use Cynder's Shadow Strike to send them spinning through the air, then smack them around with your strong air attacks.



With the Crossbow Orcs defeated, drop to the base of the castle walls on Island 9 and shatter the Blue Spirit Gem you find at the far end of the island.



Now fly across to Island 10, rising to get on top of the castle wall there.



Follow the castle wall to locate and shatter a Blue Spirit Gem.



Just past this Blue Spirit Gem, locate another torch encased in a dark crystal on the left side of the wall. Shatter the dark crystal and ignite the torch.



With the torch lit, drop off the left side of the castle wall to reach the ground level of Island 10. Use the Save Point here.



Then shatter the Blue Spirit Gem that's on the lower section of the ground level.



Fly over to Island 11 and find the Blue Spirit Gem on the ground level, between the last pair of pillars.



From here, fly up to the top of the castle wall on Island 12. Find another torch and ignite it.



Proceed to Island 13, where a trio of Hero Groblins rise to challenge you. Use Cynder's Shadow Strike to up-end them, then use strong air attacks while they reel through the air to defeat them.

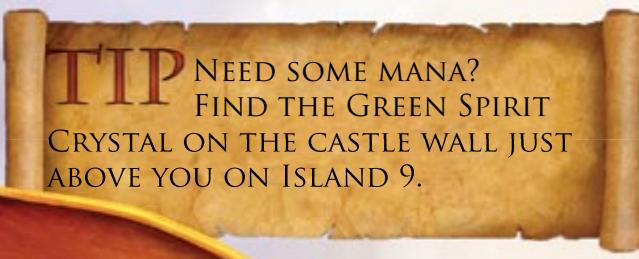
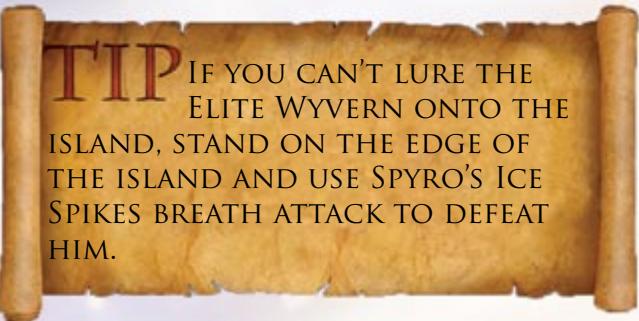


With the Hero Groblins defeated, light the final torch on the left side of Island 13 to open the gate on Island 1.

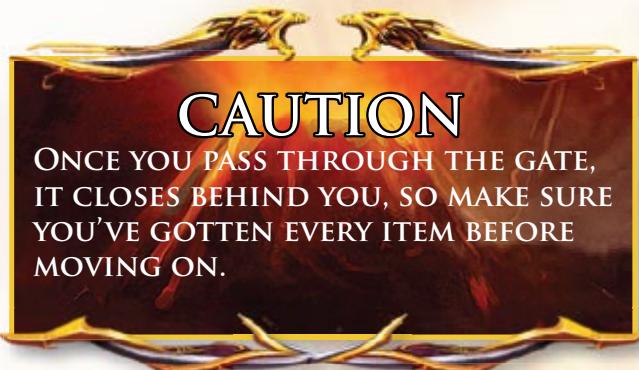
THE FLOATING ISLANDS



Opening the gate causes an Elite Enemy to appear. He appears in the air next to Island 9. Fly over to Island 9 and use the appropriate breath attack to penetrate and destroy the Elite Enemy's armor. Since this Elite is a Wyvern, try to lure him to the ground level of the island. Once you've gotten past the armor, use Spyro's Ice Spikes breath attack along with strong attacks to destroy him.



With the gate on Island 1 now open, fly back and pass through it to enter the castle.





As you step into the castle entrance, use the nearby Red and Green Spirit Gems to stock up on life and mana, and then use the lever to the right of the opposite gate.



With the gate open, Spyro and Cynder rush to the courtyard beyond. A Troll heaves a trio of boulders that spawn a trio of Hero Groblins.



Before tussling with the three Hero Groblins, destroy the three Staple Turrets in the courtyard to avoid getting tied down.



Now that the Staple Turrets are out of the picture, turn your attention to the Hero Groblins. Use Cynder's Shadow Strike to knock them into the air, then batter them with some strong air attacks. Another trio of Hero Groblins emerge, so continue using these tactics to eliminate them as well.

THE FLOATING ISLANDS



TIP IF YOU'RE TAKING A BEATING, FIND THE RED AND GREEN SPIRIT GEMS TO THE LEFT OF THE GATE YOU CAME THROUGH.



With the Hero Groblins defeated, the Troll from the ledge above come down to play "Bash the Dragon." Use Spyro's Lightning Bolt breath attack to stun the Troll, then clobber him with some strong attacks. Repeat this combination to defeat the lumbering brute.

TIP GOT THE NO MANA BLUES? CHEER UP! YOU CAN EITHER USE THE NEARBY GREEN SPIRIT GEMS TO RESTOCK, OR SCORE A COUPLE OF WEAK OR STRONG ATTACKS TO HAVE YOUR OPPONENT COUGH UP SOME GEMS.

As the Troll collapses, the force of his fall punches a hole in the back wall of the castle, granting you a path to Malefor's Lair. Before you rush off to face Malefor, let's pick up some items in the courtyard.



Start by staying on the main level and moving to the left of the castle wall with the newly formed hole in it. Find and shatter the Blue Spirit Gem on the outcropping here.



Next, fly up to the ledge near the hole in the castle wall and reach the upper ledge to the right of the hole. Up here, find and destroy the Blue Spirit Gem.



From here, move to the right, stopping at the edge of this ledge. Look slightly left to find another section of the castle in suspension. Fly over to it.



Smash the Blue Spirit Gem on the left side of the upper level...



...then move to the right to find a Red Life Crystal in the corner.



Now drop down to the second level and follow the ledge to the right to find another Blue Spirit Gem.



Finally, drop down to the main floor, where an Elite Enemy appears. This one is an Elite Hero Grublin. Use the appropriate breath attack to penetrate his armor. Once the armor is destroyed, use Cynder's Shadow Strike to knock your opponent into the air. As he reels from the blow, jump up and hit him with some strong air attacks until you defeat him.



THE FLOATING ISLANDS



TIP IF YOU NEED A LITTLE MORE MANA, SMASH THE GREEN SPIRIT GEMS ALONG THE BACK WALL OF THE MAIN FLOOR TO RESTOCK.



With the Elite Enemy destroyed, fly back up to the main courtyard. Use the vines to reach the upper ledge where the Troll knocked the hole in the wall.

CAUTION

YOU'RE ABOUT TO FACE MALEFOR, SO MAKE SURE YOU USE THE RED AND GREEN SPIRIT GEMS ON EACH SIDE OF THE HOLE TO STOCK UP BEFORE PROCEEDING.



Once you're ready, fly through the hole and enter the Wind Tunnel to reach Malefor's Lair, where Spyro once and for all faces his destiny.



MALEFOR'S LAIR



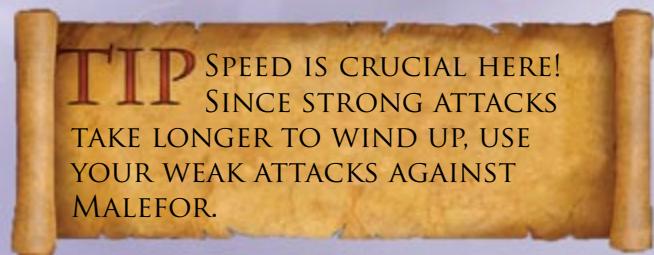
Upon entering Malefor's Lair, Spyro and Cynder find Malefor waiting for them. Malefor releases them from the chain that binds them and reveals that Cynder has been under his control throughout their trials, leading Spyro to Malefor's Lair. Using his dark influence, Malefor awakens Dark Cynder. Dark Cynder attacks Spyro, but Spyro manages to bring Cynder back from the brink and break Malefor's hold over her. Enraged by this turn of events, Malefor restores the binding chain, and takes flight as he prepares to face off against our heroes.



As the battle opens, Spyro and Cynder are in the skies above Malefor's Lair. Note Malefor's life meter in the lower right corner of the screen. Fly across the space to reach Malefor. As you fight Malefor, you will want to call upon the Fury breath attack, so make sure you have the Fury

Breath armor set equipped.

The Fury breath allows you to strike from afar and then get in close to land some weak attacks. Malefor fights back with a series of attacks. Here's what you need to look out for:



Malefor launches a single fireball. If you don't get in close with him, he usually follows up with a series of five fireballs. Holding the block button, push the left analog stick to the right or left to dodge them.



MALEFOR'S LAIR

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If Malefor rears back while raising both forepaws, he's preparing to strike in the middle. If he raises one forepaw, he's preparing to swipe at you with that forepaw. You'll know he's doing one of these attacks when either forepaw or his jaws begin to glow. Hold the block button and push the left analog stick towards him as he strikes to slip under the attack. Then use a flurry of three or four weak attacks.



Malefor usually follows this up with a Fury breath attack. He breathes high from left to right, then swings low back from right to left. If you can manage, move away to get out of range and keep your distance until he stops.



Malefor eventually adds a burst of five Fury fireballs to his attack pattern. Again, hold the block button and press the left analog stick to the right or left to dodge them as you move in to strike with your weak attacks. Just remember that these fireballs track you, so dodge them as they come back around.



Once you hit him a few times, he charges up his energy and then zips across the sky to the opposite end. You'll know he's about to do this move as you hear it charging up. Get out of his way, then turn and follow him.

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Malefor uses this pattern of attacks as he zips from one end of the battlefield to the other. Keep at him. After you've scored enough hits, you mortally wound Malefor. He reels back, showering you with red and green gems. Move away as you absorb these gems.



As Cynder and Spyro flee, Malefor gives chase. When he rears to strike, get ready to press the weak attack button when it flashes on your screen. Time it perfectly and Spyro and Cynder counterattack, stunning Malefor as our heroes break for the cloud cover above.

TIP IF YOU FIND YOURSELF LOW ON MANA OR LIFE, REMEMBER TO SWITCH TO YOUR OTHER DRAGON, AS THEY HAVE NOT HAVE USED UP ANY.

TIP REMEMBER: ENEMIES, EVEN MALEFOR, ONLY GIVE UP GREEN GEMS WHEN YOU HIT THEM WITH STANDARD ATTACKS!



Once you've depleted Malefor's life bar, he dives beneath the clouds below. Be ready! Suddenly, he bursts out of the clouds to strike. Press the jump button when it flashes on your screen to get out of the way.



Malefor returns once more, gloating as, in spite of our hero's efforts, the Destroyer reaches its goal on the ground below, triggering a cataclysmic explosion. The blast causes Malefor's Lair to plummet from the sky and knocks Spyro and Cynder out of flight. They land on the falling section of Malefor's Lair, and Malefor moves in for the attack.

MALEFOR'S LAIR



On this battleground, Malefor shifts between four positions: the far left corner of the platform, the front middle of the platform, the back middle of the platform, and the right corner of the platform. Follow him between these positions, slipping to the side of him that is most exposed. Then hit him with a combination of Spyro and Cynder's Fury breath attacks and their weak attacks. Malefor retaliates with the same series of attacks from the previous battle, but he also adds a few new tricks. Here's what you need to look out for:

TIP STAYING TO MALEFOR'S SIDES RENDER HIS BREATH ATTACKS NEARLY USELESS. JUST WATCH OUT FOR THE FURY FIREBALLS AND STANDARD ATTACKS.



Malefor rears back as a blue aura surrounds his maw. You'll hear the attack charging, and then he unleashes a massive ball of ice. This ball of ice explodes on contact, doing a large amount of damage. If it doesn't hit you, it stops in mid-air and explodes on its own. When it explodes, it sends Ice Spikes in all directions. These are hard to escape, but they do a minimal amount of damage.



If Malefor rears back with his forepaws aglow, he's preparing to stomp the ground in front of him. This attack does a lot of damage, but has a very limited range, so use Snake Skill to dodge it.

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If Malefor jumps up and spins, watch out for a Fury field that radiates around him, knocking you to the ground. It's hard to dodge this move, but luckily Malefor uses it to stun you more than cause actual damage.



Malefor turns to strike Cynder, so press the jump button when it flashes on your screen to have Cynder duck out of the way.



Continue to follow and attack Malefor to diminish his life bar as he moves about the platform. Once his life bar is depleted, Malefor dives beneath the platform. When he bursts forth again, be ready to press the jump button when it flashes on your screen to have Spyro dodge Malefor's strike.



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As Cynder lands next to Spyro, Malefor attempts to strike them both. Press the weak attack button when it flashes on your screen to have our heroes dodge and take to the sky. Immediately begin pressing the strong attack button repeatedly as quickly as you can to help Spyro and Cynder launch a powerful counterattack.



When the plummeting platform falls into the mouth of the volcano below, Malefor returns. He immediately creates a Fury force field around himself. This Fury force field is only vulnerable to Fury breath attacks, but striking it with your weak attacks helps quickly fill up your Fury meter. Just don't expect Malefor to sit idly by as you strike at the Fury force field. He uses the same attack patterns he's used before, so duck and dodge to avoid them while you hit the Fury force field.



Once your Fury meter is full, unleash its devastating blast upon Malefor, destroying his Fury force field and knocking him to the platform in a shower of Fury energy.



Cynder and Spyro begin to absorb this energy, so press the weak attack button repeatedly when it flashes on your screen.



Cynder launches herself into Malefor. As Spyro jumps to follow her, press the weak attack button once when it flashes on your screen to launch Spyro into Malefor.



As Spyro and Cynder continue to free-fall through the volcano, Malefor comes at them again, slamming them against the walls of the volcano. Press the jump button repeatedly when prompted to have Spyro and Cynder push off of the wall.



Now, press the strong attack button when it flashes on your screen to have Spyro and Cynder launch a powerful attack against Malefor, driving him down through the volcano.

MALEFOR'S LAIR

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Reaching a platform below, Spyro and Cynder break from Malefor, thinking him defeated. The Dark Master, Malefor, rises again, unleashing a Fury breath attack upon our tiny heroes. Spyro and Cynder join their Fury attacks, holding Malefor at bay. A confident Malefor continues his strikes, victory a gleam in his eye. Suddenly, five dragon spirits spring from the earth. Malefor's glee turns to fear as the spirits swirl together and strike, pulling him into the earth.



In a final sacrifice, Spyro unleashes the Fury within him, reversing Malefor's destruction. All is once more well in the world, but what of our hero? Will he ever return?

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SECRETS AND EXTRAS

If you think you've discovered everything there is to know about Spyro and Cynder's adventure, there are a few things you may have missed. When you're ready to discover all of the secrets hiding in the far-flung corners of Spyro's world, look no further.

ULTIMATE FURY BREATH ATTACK



Spyro's standard breath attacks are pretty effective at dealing with most of what Malefor throws at you, but once you've tracked down all of Spyro's Fury armor, you unlock his Ultimate Fury breath attack. Identical in every way to the breath attack you use when in Fury mode, this powerful attack can make short work of even your most difficult opponents.

SPYRO'S ARMOR SETS

SET 1

ARMOR SLOT	ATTRIBUTE BONUS	LOCATION FOUND
Helmet	Increased Melee Attack Damage	Dragon City
Tail	Increased Attack Speed	Twilight Falls
Bracer	Increased Chance to Disarm	The Destroyer
Set Bonus	Nuclear Hit	—

SET 2

ARMOR SLOT	ATTRIBUTE BONUS	LOCATION FOUND
Helmet	Increased Defense	Valley of Avalor
Tail	Wounds Attacking Enemy	The Dam
Bracer	Regenerating Health	Ruins of Warfang
Set Bonus	Immune to Stun	—

SET 3

ARMOR SLOT	ATTRIBUTE BONUS	LOCATION FOUND
Helmet	Increased Chance to Combo	The Burned Lands
Tail	Increased Fury Duration	The Destroyer
Bracer	Increased Fury Power	Valley of Avalor
Set Bonus	Fury Breath Unlocked	—

CYNDER'S ARMOR SETS**SET 1**

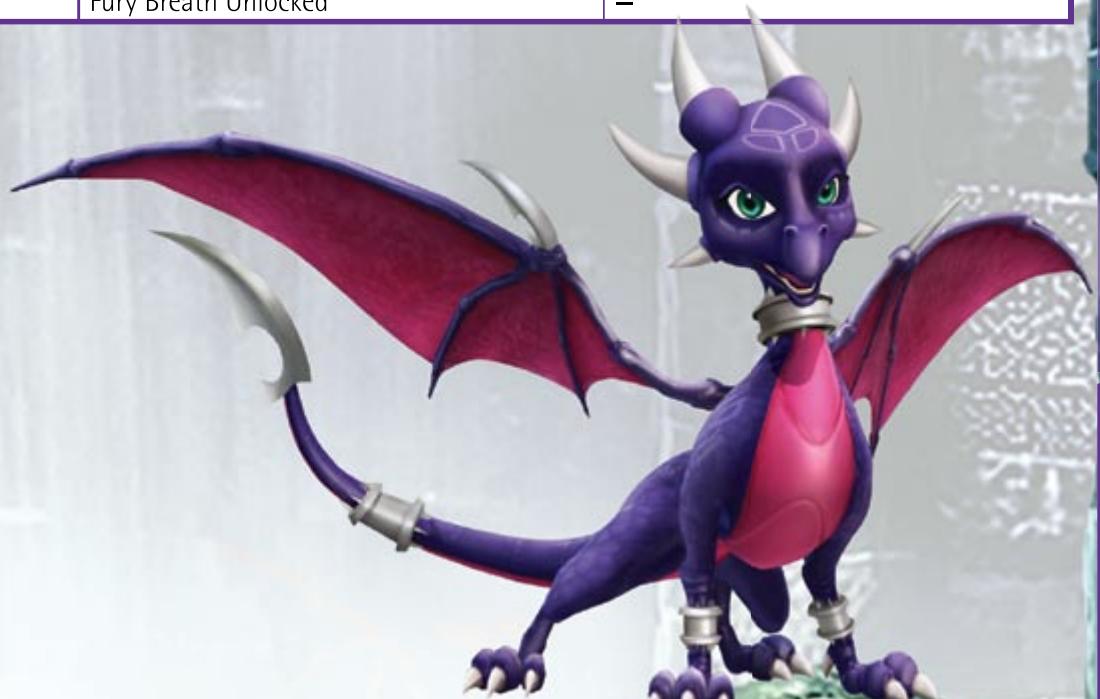
ARMOR SLOT	ATTRIBUTE BONUS	LOCATION FOUND
Helmet	Increased Elemental Attack Damage	Attack of the Golem
Tail	Increased Attack Speed	Dragon City
Bracer	Regenerating Mana	Valley of Avalar
Set Bonus	Poisonous Hit	-

SET 2

ARMOR SLOT	ATTRIBUTE BONUS	LOCATION FOUND
Helmetw	Increased Defense	Ruins of Warfang
Tail	Wounds Attacking Enemy	Valley of Avalar
Bracer	Regenerating Health	Twilight Falls
Set Bonus	Immune to Stun	-

SET 3

ARMOR SLOT	ATTRIBUTE BONUS	LOCATION FOUND
Helmet	Increased Chance to Combo	Dragon City
Tail	Increased Fury Duration	The Burned Lands
Bracer	Increased Fury Power	The Dam
Set Bonus	Fury Breath Unlocked	-





CHEAT CODES

If you want to cut a few corners, or just have a little extra fun while replaying your favorite levels through the Chapter mode, have we got the thing for you.

Cheat Codes				
Cheat	Where Entered	Xbox 360	PS3/PS2	Wii
Unlock All Elemental Upgrades	From Pause Menu	Hold RB and press ←, ↓, ←, ↑, →	Hold L1 and press ←, ↑, ↓, ↑, →	Hold C and press ←, ↑, ↓, ↑, →
Unlimited Life	From the Pause Menu	Hold RB and press ←, ↓, ←, ↑, ←	Hold L1 and press →, ↑, ↓, ↓, ←	Hold C and press →, ↑, ↓, ↓, ←
Unlimited Mana	From the Pause Menu	Hold RB and press ↑, ↓, ←, ↑, ↓	Hold L1 and press ↑, →, ↑, ←, ↓	Hold C and press ↑, →, ↑, ←, ↓
Maximum XP	From the Pause Menu	Hold RB and press ↑, ↓, ←, ↑, ↓	Hold R1 and press ←, →, ↑, ↑, ↑	Hold ⊕ and press ↑, ↓, ←, ↑, ↓

XBOX 360 ACHIEVEMENTS

Achievement	Description	Value
Escaped the Catacombs	Complete the Catacombs	20
Enchanted Forest	Complete the Twilight Falls	10
Freed Hunter	Complete the Valley of Avalor	30
Close Warfang Gate	Complete the City of Warfang	30
Killed the Golem	Complete Dragon City Golem	40
Underground City Doors	Complete the Underground Ruins	20
Flood the Valley	Complete the Dragon Dam	30
Stop the Destroyer	Complete the Destroyer	30
Burned Lands crossed	Complete the Burned Lands	40
Reached Malefor's Lair	Complete the Floating Islands	20
Destroy Malefor	Complete Malefor's Lair	30
Complete the game	Complete the game at 100%	130
Entrepreneur	Upgrade all your elements to Max Level	50
Buddy System	Complete the game with at least 90% of the time in 2 Players Mode	50
One Large Step	Complete one Armor Set	15
Armory	Complete all Armor Sets	15

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Achievement	Description	Value
Bodyguard	Bring the Artilleryman back to his catapult in less than 5 minutes	5
Grublin Slayer	Kill 225 Groblins	15
Grublin Bane	Kill 450 Groblins	20
Orc Slayer	Kill 100 Orcs	15
Orc Demolisher	Kill 200 Orcs	20
Last Rampart	Close Warfang Gate without dying once	5
Troll Slayer	Kill 10 Trolls	10
Wyvern Slayer	Kill 45 Wyverns	5
Dark Knight	Kill 70 Shadow Apes	10
Elitist	Upgrade one element to Max Level	15
Dragon Spirit	Find all Elemental Upgrades	25
Elite Destroyer	Kill all Elite Enemies	15
Grappler	Perform 100 Enemy Grabs	5
Air Grappler	Perform 100 Enemy Air Grabs	5
Juggler	Throw 200 Enemies into the air	10
Combo Maker	Perform a 70 hit Combo string	5
Combo Master	Perform a 125 hit Combo string	5
Button Smasher	Perform a 300 hit Combo string	10
Unattainable	Dodge all Golem attacks in the Chamber of Retribution	10
Dragon Heart	Find all Health Upgrades	25
Berserker	Launch 20 Fury attacks	5
Savior	Protect all the Cheetah's houses in the village	5
Master of Fire	Eliminate 75 Enemies with a Fire attack	5
Master of Electricity	Eliminate 75 Enemies with a Electric attack	5
Master of Wind	Eliminate 75 Enemies with a Wind attack	5
Master of Poison	Eliminate 75 Enemies with a Poison attack	5
Master of Ice	Eliminate 75 Enemies with an Ice attack	5
Master of Fear	Eliminate 75 Enemies with a Fear attack	5
Executioner	Kill 625 Enemies	10
Army Slayer	Kill 1000 Enemies	20
Dragon Mind	Find all XP Crystals	25
Unlocked Bonus	Unlocked all Bonus galleries	40
Golem Wrecker	Kill the Golem without dying once	30
Dragon Assassin	Kill Malefor without dying once	40

MAP APPENDIX

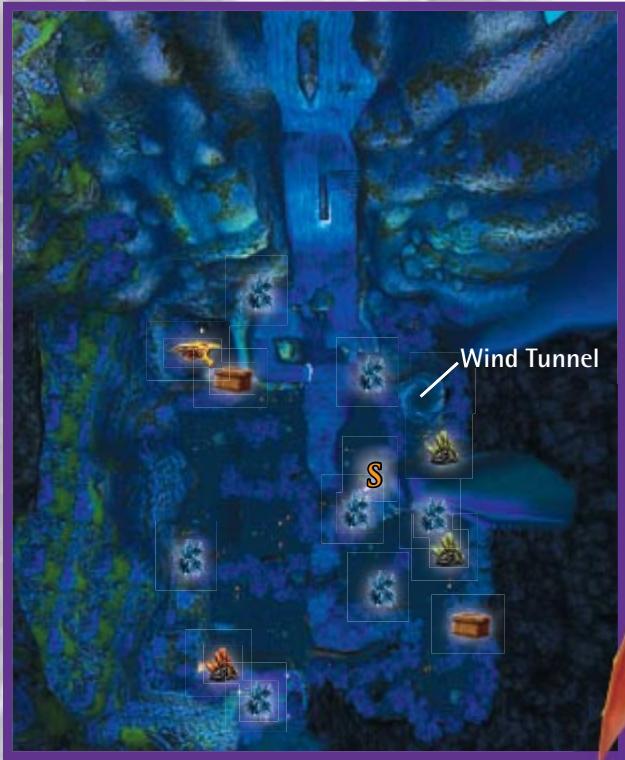


THE CATACOMBS





TWILIGHT FALLS



VALLEY OF AVALAR



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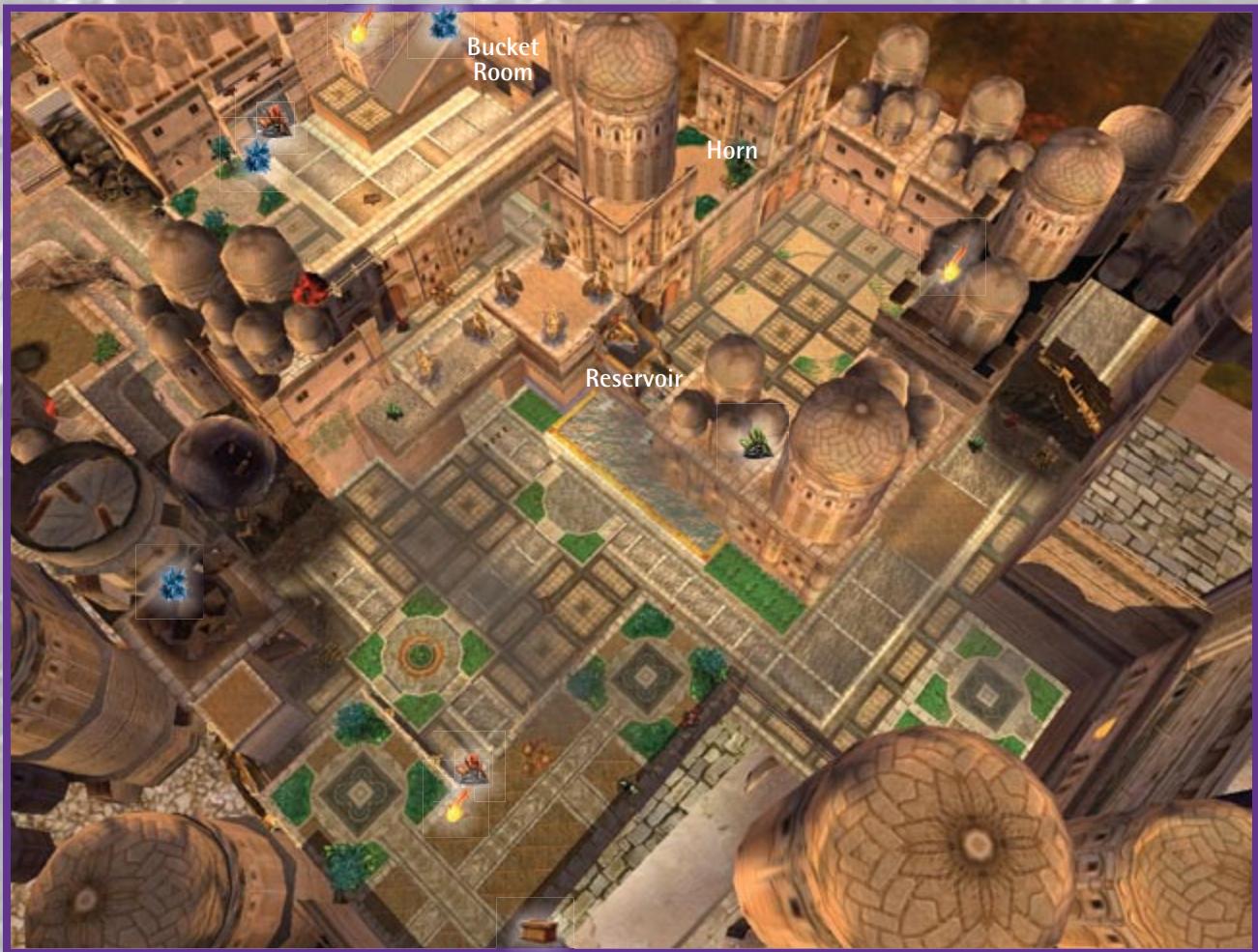
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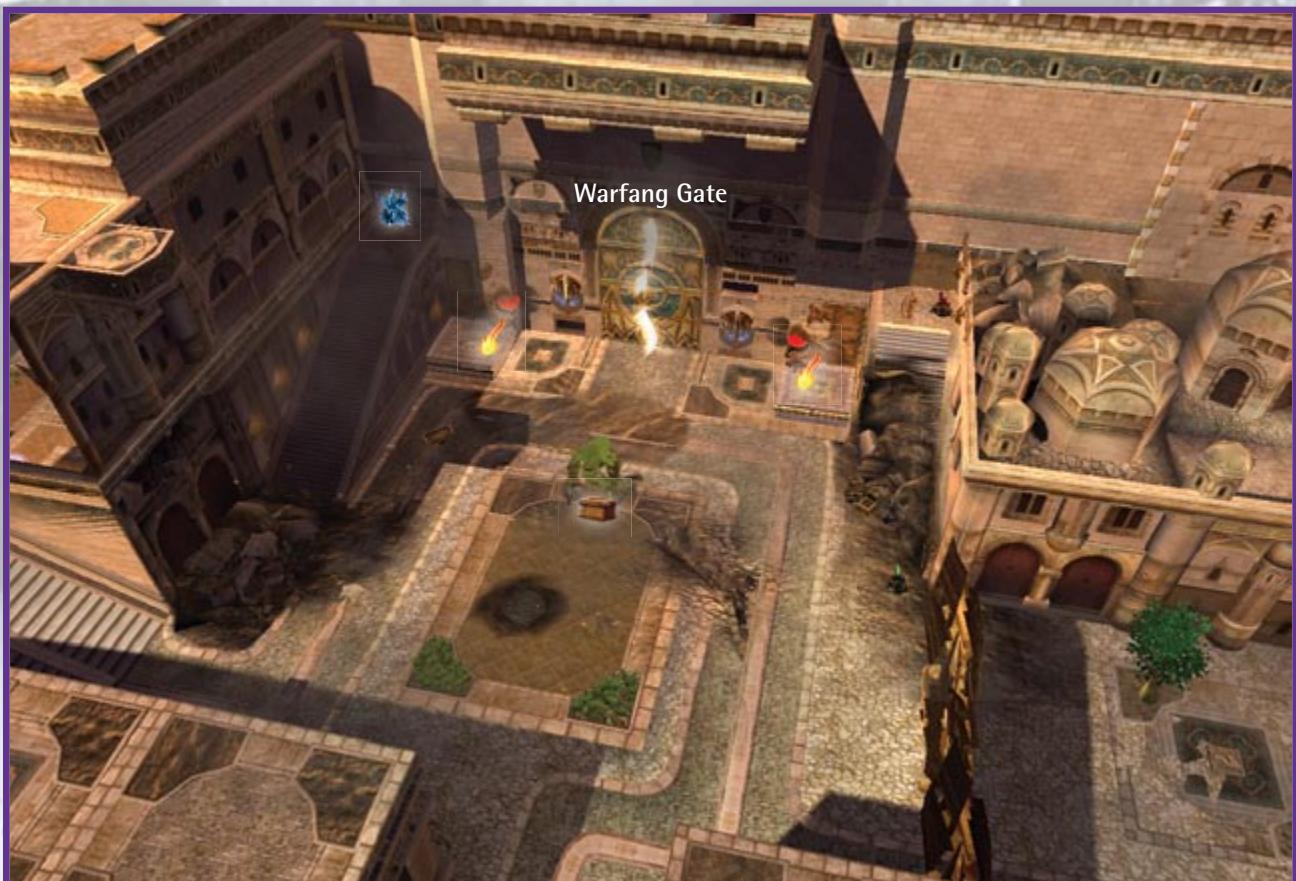
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DRAGON CITY



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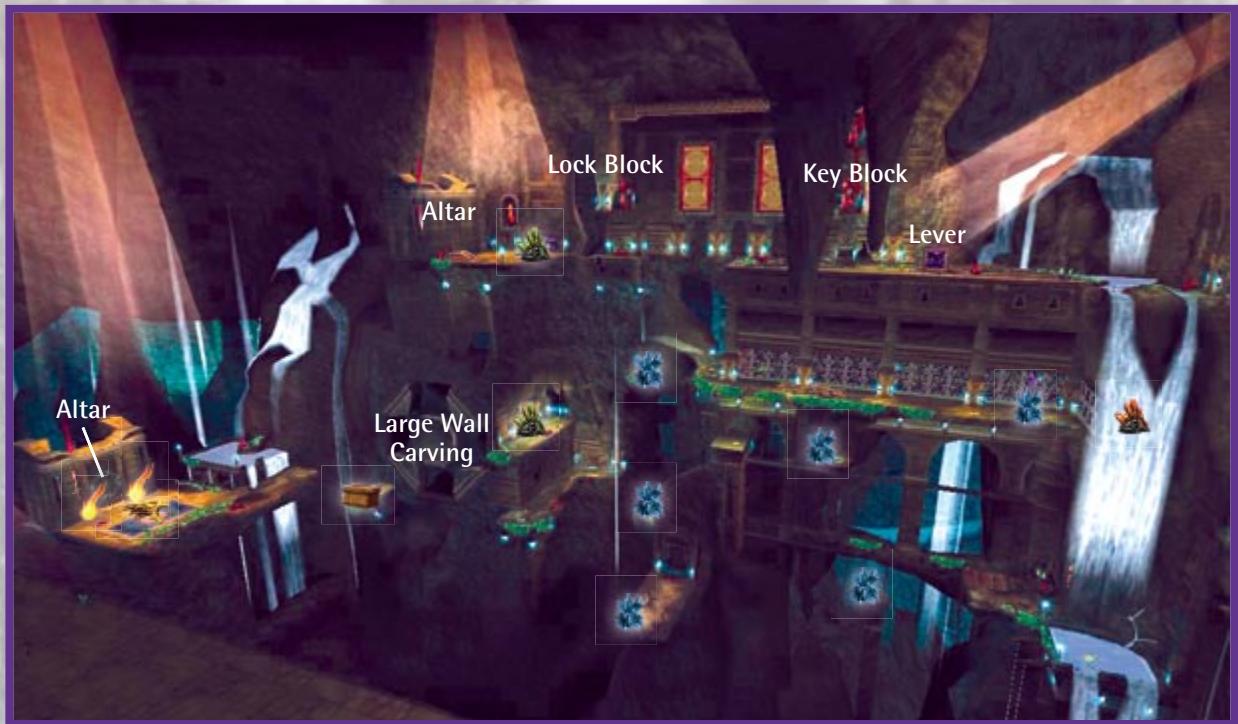
SECRETS & EXTRAS



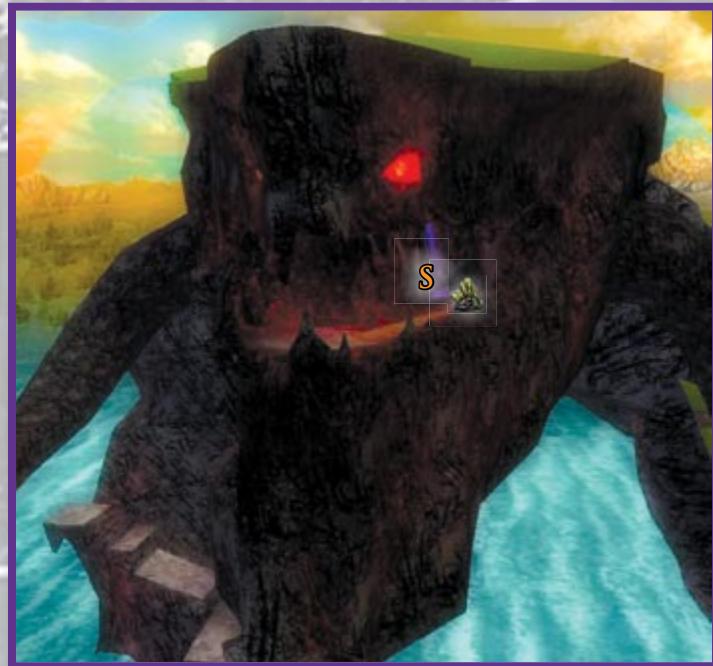
ATTACK OF THE GOLEM



THE RUINS OF WARFANG



THE DAM



THE DESTROYER



THE BURNED LANDS



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THE FLOATING ISLANDS



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